SUPER NINTENDO • GENESIS • TURBO GRAFX • NEO GEO • LYNX • GAME GEAR

# DIEHARD GAMERS

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 2

DECEMBER, 1992 • $3.95



## SONIC 2!
4 ACTION PACKED PAGES

## T.M.N.T. SUNSET RIDERS
KONAMI HITS GENESIS!
FULL REVIEWS INSIDE

WORLD PREMIER!
## ROAD RASH II

GO LONG!
## '92-'93 FOOTBALL SPECIAL

HOT NEW SNES TITLES!
## CYBERNATOR & EQUINOX

EXCLUSIVE INTERVIEW
## INSIDE WOLFTEAM

UP CLOSE & PERSONAL
## MEET CHUN LI!

74470 81753 6 12

# FOOTBALL'S GREATEST LINE-UP EVER

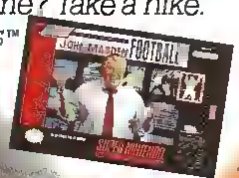


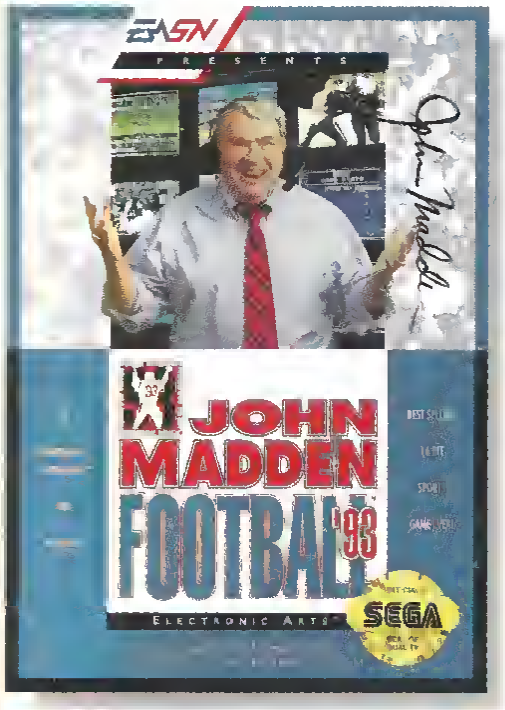
8 GREATEST TEAMS
MIAMI '72
OAKLAND '76
DALLAS '77
PITTSBURGH '78
WASHINGTON '82
SAN FRANCISCO '84
CHICAGO '85
NEW YORK '86
Here are my picks.

*Get ready to tackle Madden's finest season yet. John Madden Football™ '93. The all-new version of the game with the greatest run anywhere. The top of the charts since day one.*

*This year, Madden really makes history. Twenty-eight updated pro teams. The eight greatest teams of all time— Miami '72, Oakland '76, Dallas '77, Pittsburgh '78, Washington '82, San Francisco '84, Chicago '85, New York '86. Plus the '92 All-Madden team and his Greatest Ever squad. So you can pit the Hogs against the Steel Curtain. And see who lands on top in all, thirty-eight different teams. Think you can find a more hard-hitting game? Take a hike.*

*Now available on Super NES™*







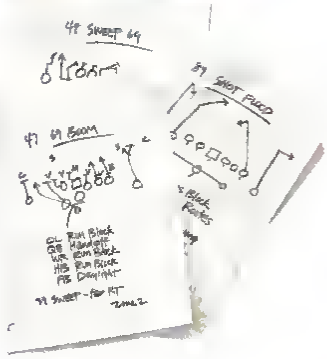


*Talk about a game with Madden written all over it. Madden '93 has yards of plays. A total of 125 including new audibles. Each from the pen of John Madden. Including the no-huddle offense and a quarter-back kills the clock play.*

*It's a game of match-ups—Madden's brand of football. Each team scouted by the man himself. Battery back-up saves game and player stats through the playoffs. Make the right match-up at every position and you'll go all the way.*

*The action's never been more explosive. Shoestring catches Clothesline tackles. Head butts. Defensive shifts. Safety blitzes. Taunts.*

*The more intense the action, the more excited Madden gets Blasting out comments like "Boom! Where'd that truck come from?" It's the true personality of football.*



*Madden's playbook has some big surprises Get caught in the wrong formation and you'll get burned.*




*Call the no-huddle offense and you'll give an out-of-position defense the slip Especially if it's a snowy day in Buffalo*

*With head butts and shoestring catches, this game definitely has all the right moves*

*A split play-calling screen keeps the other side of the line on its toes Tougher computer opponents keep you on yours*

*EASN,™ the Electronic Arts Sports Network, is all over the field like a roving linebacker. Highlights. IsoVision™ instant replay. Cameras covering every angle of the game.*

*Make the right call. Phone (800) 245-4525 anytime. Or visit your local EA dealer. And get the only game worthy of the Hall of Fame.*

95¢ for the first minute
75¢ for each additional minute

ELECTRONIC ARTS SPORTS HOTLINE
1-900-288-HINT

EASN
ELECTRONIC ARTS SPORTS NETWORK

*If it's in the game, it's in the game*

You are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch Tone telephone and is only available in the U.S. Call length determined by user; average length is four minutes. Messages subject to change without notice. John Madden is in no way associated with this 900 number. EASN, John Madden Football, IsoVision and Electronic Arts are trademarks of Electronic Arts. Licensed by Sega Enterprises Ltd.

for play on Sega Genesis system. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo, Super Nintendo Entertainment System, and Super NES are the official seals are trademarks of Nintendo of America Inc.



# DIEHARD GAMER

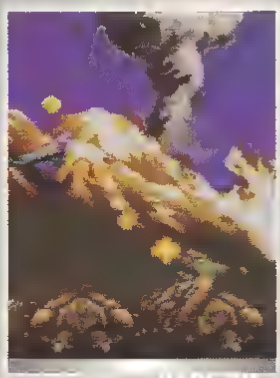
NEXT GENERATION VIDEO GAME MAGAZINE

## TABLE of CONTENTS


Editorial Zone 5
Most Wanted 7
Viewpoint 8-9
D.H.N.N. 10
Hocus Pocus 11
Sega Sector 12-30
Planet SNES 31-51
Turbo Toons 55-60
Savage Amusement 62-65
Graveyard 67
Hands On 69
Football Special 71
Fighting Stick Review 76
Other Stuff 77-81
The Schedule 82



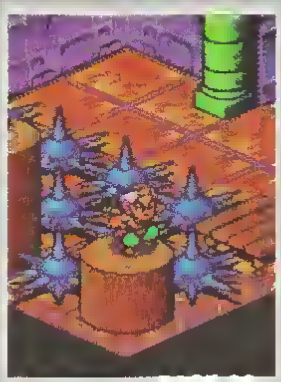

PAGE 14



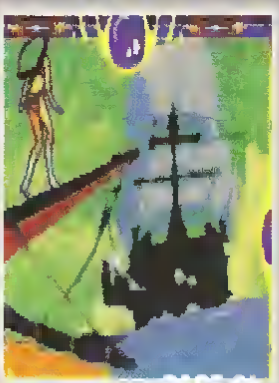
PAGE 32



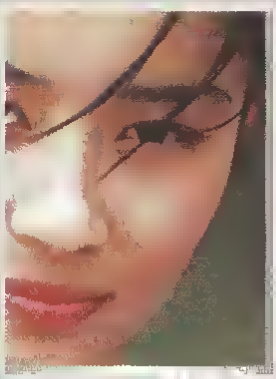
PAGE 16



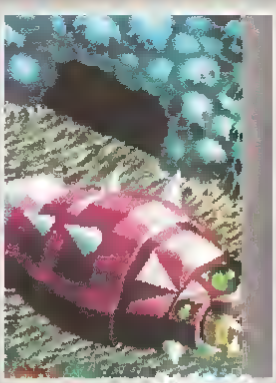
PAGE 36



PAGE 24



PAGE 81



PAGE 62




Welcome to issue #2! We are pleased to announce that Game Fan has been picked up for national distribution after just one issue! You'll now find us in between the other mag's throughout the U.S. (we'll be the one with the brilliant cover). Inside you'll find all the improvements you asked for in your cards and letters, like bigger screen shots, easier readability, and more of Other Stuff, Game Fan's incredible industry section (check out Chun Li this month... *grrrrr!*). We're also hard at work answering your questions, the Postmeister will be ready to go in issue #3. Please continue to write in with your questions and suggestions. You have a lot to say and we're here to make sure your message gets out. Ok, enough about us... it's time to talk about you and what you'll be playing in the near (and not so near) future.

Hitting stores now is the surprising Sega CD which is proving to be better than anyone ever dreamed as the first round of games are loaded with tricks like arcade quality hardware scaling and movie quality full motion video. But alas, do you think the boys at Nintendo will stand idly by while Sega grabs the checkered flag?... Oh no. In a recent press release they announced that together with Sony, Nintendo will be launching their CD ROM which will utilize the advanced CD ROM XA format and until then, we'll be enjoying the new FX chip which speeds up the SNES considerably and allows sprites to scale independently. And then there is EA, Atari, TTI, and SNK who all have plans of their own for '93. *Yikes!* We might be working overtime to afford it but we're looking at some serious hardware. My only hope is that it stops here so we can make our choices and settle in with one format for a while. By the time programmers learn one system someone throws a new book at 'em. Oh well, stay tuned, we'll be bringing you the latest blow by blow each month in Game Fan. *We're on it!*






Skid and Brody are Game Fan's 2 resident game hogs. They play all day, then they fight it out in viewpoint

## THE GAME FAN REVIEW STAFF

### E. STORM
**SPECIALTY:**
ACTION PLATFORM AND RPG's
**ALSO LIKES:**
SHOOTERS, IMPORT RPG'S, AND LYNX GAMES
**DISLIKES:**
SPORTS AND FIGHTING GAMES
**FAVORITE SYSTEMS:**
GENESIS, SEGA-CD, AND LYNX

### MORREY
**SPECIALTY:**
ROLL PLAYING GAMES
**ALSO LIKES:**
FIGHTING GAMES
MORRY LIKES TO USE CODES, SO WATCH OUT
**FAVORITE SYSTEM:**
TURBO CD

### K. FAUSTO
**SPECIALTY:**
ACTION PLATFORM GAMES
**ALSO LIKES:**
ROLL PLAYING GAMES
**OISLIKES:**
SPORTS, SHOOTER AND DRIVING GAMES
**FAVORITE SYSTEM:**
GENESIS

### BIG J & TALKO
**SPECIALTY:**
SPORTS GAMES
**ALSO LIKES:**
ACTION, DRIVING, AND LYNX GAMES
**DISLIKES:**
SHOOTERS AND RPG's
**FAVORITE SYSTEM:**
SUPER NINTENDO

### D HUNTER
**SPECIALTY:**
PUZZLE GAMES
**ALSO LIKES:**
A LITTLE BIT OF EVERYTHING
**DISLIKES:**
NONE
**FAVORITE SYSTEM:**
NEO GEO

### BUD D.
**SPECIALTY:**
SIDE SCROLL ACTION GAMES
**ALSO LIKES:**
DRIVING, SHOOTING, AND FIGHTING GAMES
**DISLIKES:**
SPORTS AND ROLL PLAYING GAMES
**FAVORITE SYSTEM:**
SUPER NINTENDO

EDITOR-IN-CHIEF DAVE HALVERSON
EDITOR GREG OFF
INTL. EDITOR KEI KUBOKI
LAYOUT & PRODUCTION TIM LINDQUIST & GEORGE WEISING
SUBSCRIPTION MGR JULIE ANDERSON
ART DIRECTOR TERRY WOLFINGER
TECHNICAL EDITOR KELLY RICKARDS
NATIONAL DIST. DIRECTOR JAY PURYEAR
ADVERTISING DIRECTOR DAVE WINDING

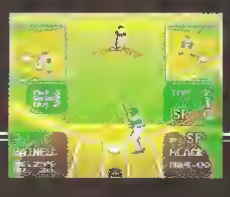
DIE HARD GAME FAN is published monthly for $47.40 per year by Die Hard Game Fan, 18612 Ventura Blvd., Tarzana, CA 91356 Application to mail at second class postage rates is pending at Tarzana, CA
**POSTMASTER: Send Address changes to DIE HARD GAME FAN, 18612 Ventura Blvd., Tarzana, CA 91356**

ALL SUBJECT MATTER WITHIN THIS PUBLICATION ARE TRADEMARKS OR COPYRIGHT OF THEIR RESPECTIVE COMPANIES OR ITS LICENSORS. NO PART OF THIS PUBLICATION MAY BE REPRODUCED WITHOUT THE EXPRESS WRITTEN PERMISSION OF DIE HARD GAME FAN. ALL CONTENTS LISTED IN THIS PUBLICATION ARE SUBJECT TO MANUFACTURERS CHANGE AND THE PUBLISHER ASSUMES NO RESPONSIBILITY FOR SUCH CHANGES

# WHY BE A NOBODY?
# BE A PRO!

Some games claim to be realistic we are. Check out the rosters. Ever hear of their players? Larry? Joe? Super Batter Up is packed with actual Major League Baseball Players and their statistics. We've analyzed RBI, ERA, home runs, stolen bases, errors, speed, and throwing ability data to insure that our game plays like the real thing. From the national anthem to the 7th inning stretch Super Batter Up delivers the baseball action you deserve. Don't be an average Joe: You can be a baseball hero.

- One or two players.
- 8 megs of realistic graphics.
- 26 teams.





namco

NAMCO HOMETEK INC 3255-1 Scott Blvd, Suite 102, Santa Clara, CA 95054-3013

Super Batter Up is a trademark of Namco Hometek Inc. ©1992 Namco Hometek Inc., All rights reserved. Nintendo® and Super Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.
Officialy licensed by The Major League Baseball Players Association ©1992 MLBPA MSA.




Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your pick's and send 'em in!

## TOP TEN

1 Soul Blazer (SNES)
2 Mario Kart (SNES)
3 World Heroes (GEO)
4 Montana 3 (GEN)
5 Axelay (SNES)
6 Super Double Dragon (SNES)
7 Aliens (GEN)
8 SF II (SNES)
9 NCAA Basketball (SNES)
10 NHLPA Hockey (GEN)

## MOST WANTED

1 Sonic 2 (GEN)
2 Super Star Wars (SNES)
3 Streets of Rage 2 (GEN)
4 Cybernator (SNES)
5 Art of Fighting (GEO)
6 Batman CD (SCD)
7 Turtles (GEN)
8 Sonic CD (SCD)
9 Shining Force (GEN)
10 Super Battletoads (SNES)

First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!!(Cool ha?)

Second Prize: Your choice of Skid or Brody's pick of the month.

Third Prize: A *FREE* year of Game Fan!

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 82 and include a list of your top 10 favorite games and the 10 games you want the most then send them to:

GAME FAN TOP TEN 18653 Ventura Blvd., Suite 640, Tarzana, CA 91356.

Drawing is limmited to One (1) entry per person per month (Now say that 3 times really *FAST*?). Hope to hear from you soon. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

# VIEWPOINT




Nintendo

Sega

Turbo

New Gen

## SKIDS BIG THRILL OF THE MONTH

This month my pick as the game most likely to make you fake sick is Sunset Riders. Since Sonic is a given this month, I'll take Sunset Riders. I think I played it about a zillion times. Everyone thinks I'm crazy, but that's the way I call it. Keep in mind I like Unique games and seldom follow the pack.

## BRODY'S REALLY NEAT GAME DECISION

I had a really tough time trying to decide what my favorite game of the month was. Sonic 2 was my first choice but I couldn't stop thinking about how much fun I had with Cybernator. Since bonehead over there went with Sega, I'll stick with the SNES and I'll take Cybernator as my choice for game of the month.

### CYBERNATOR - KONAMI
ACY/STR. 8 MEG AVAIL. NOW
REVIEW PG. 32 BY E. STORM



I like the idea of donning a huge mech. suit and squashing the enemy! Cybernator is a thrill a minute action shooting extravaganza for ninja gamers out (like myself). This is definitely one of the best games for the big SNES. Konami's just too good, maybe they'll let me move in.

**86%**

Konami has mexed out the SNES this time with Cybernator! Coming close to perfection from the graphics to the music, nothing was over looked. It's like playing a movie with a full surround sound track and an intense story line that keeps you on the edge of your seat! Possible candidate for game of the year.

**96%**

### SUPER VALIS IV - ATLUS
ACT 8 MEG AVAIL. NOW
REVIEW PG. 48 BY K. FAUSTO



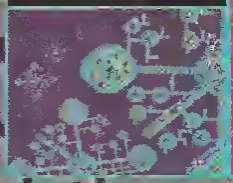
At first I thought this one may be pretty good. The graphics are great and the soundtrack is one of the best I've heard, but after a few levels I found myself fallin' asleep at the controller. There's just not enough here. High frustretion and missing moves killed the game. Better than a poke in the eye.

**71%**

If you heven't played a Velis geme you eren't a gemer as she has mede her way to just about ev[illegible] system there is. The thing I like about this game is it's graphics & sound. Cool music. My dislike, however, was the difficulty level and playability. Having to repeat the same level over and over is a drag. Next!

**63%**

### SPACE MEGAFORCE - TORO
STR. 8 MEG AVAIL. NOW
REVIEW PG. 38 BY SUD D.



You'll get a big yawn from me when you even mention an overhead shoot 'em up. I will fall my tube with the ones I don't like but this one is quite the dazzling shooter, leaving a huge challenge behind for those who dare to compare. Best overhead for the SNES.

**87%**

Space Megaforce is a shooter addicts dream come true! This is truly one of the best shooters on the SNES sporting mind blowing graphics and knock out sound track. Throw in tons of mode 7, great playability with no slow down or flicker and you've got a winner ... So why are you still reading this review? Go buy it!

**97%**

### A Zone - KEMCO
SPR SCPE 4 MER AVAIL. NOW
REVIEW PG. 48 BY D. HUNTER



Stand in front of your TV with a bazooka and you're either a raving loon or you've got X-zone. This second game for the Super Scope is much better than the pack-ins, mainly due to the two viewpoints and you don't get a headache looking through the scope... just blast away... good stuff.

**81%**

Finally, another Super Scope game! X-zone was worth the wait. You can hold your Scope Terminator style of this game as a weapon of choice at all times. Hurray! No more will you have to try to get back in focus after playing for a while, plus we're talking great graphics. Mindless but fun!

**85%**

### DRAGON'S LAIR - DAYA EASY
ACY R MER AVAIL. NOW
REVIEW PR. 37 BY RUD D.



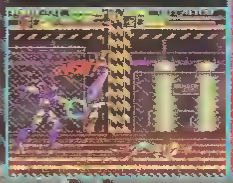
The graphics, color, and sound in this game are killer, and the game is laid out well, and quite the challenge. My only beef is the stick tends to over-steer a bit, making precision jumps a real pain. Once you get the control down, I think you'll find this a worthy adventure.

**87%**

Since I can't have the arcade version on a home system (yet), this one will definitely do. The graphics are big and colorful, plus neat music and sound effects to boot. The only thing is, it might take a little while to get used to the control. Regardless, Dragon's Lair is worth the price of admission.

**86%**

### SONIC BLASTMAN - TAITO
ACT 8 MER AVAIL. NOW JAPAN
REVIEW PG. 46 BY E. STORM



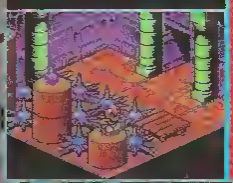
Sonic Blastman is the best superhero game I've played in a long time combining super human moves in a Final Fight action style torture. I'm not normally a fan of the boring kick & punch style games but I found this one held my interest, but to the killer moves and some awesome special effects. Taito finally hits the mark.

**81%**

Sonic Blastman is a pure side scrolling punch & kick beat 'em up in the Final Fight tradition. This game won't sell as Mr. Blastman has an assortment of chemical out affective moves. Great backgrounds and plenty of brainless action. Check it out.

**87%**

### EQUINOX - SONY IMAGESOFT
ACT/ADV R MEG AVAIL. DEC.
REVIEW PG. 36 BY RUD D.



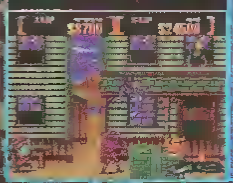
Got about a week? Maybe a vacation coming up? Plan on parking it for a while with this one from Sony. Amazing sound and graphics keep you hung on this one, as you'll pull out your hair end up [illegible] all night. Wether you're into action, RPG's, or whatever, Equinox is a true test, excellent!

**90%**

Sony has become an unstoppable force with plenty of quality softs, and [illegible] to that list. Tak[illegible] a long and involving quest! We're talking weeks! This game sports graphics and sound like you've never experienced before, plan on calling in sick!

**96%**

### SUNSET RIDERS - KONAMI
ACT 8 MEG AVAIL. DEC
REVIEW PG. 12 BY E. STORM



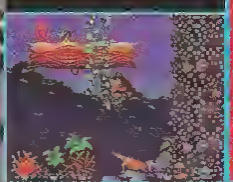
Would you expect anything other than a shining score for a Konami game? Sunset Riders (besides being an absolute blast to put together individually with a solid adoring gaze) is far from short but it's simple and fun to play over and over. And it comes complete with some great cowboy tunes... Sends you straight into the wild west... without the dust.

**94%**

Here it is - one of Konami's first intro's to the Sega Genesis. This is what we've all been waiting for. I'll tell you it was worth the wait. Konami means quality and Sunset Riders is no exception. Even more playable than the arcade with excellent music and graphics, plus two player simultaneous shoot 'em dead action. What's next? I need more!

**97%**

### CHUCK ROCK - SONY IMAGESOFT
ACT 8 MEG AVAIL. NOW
REVIEW PG. 42 BY E. STORM



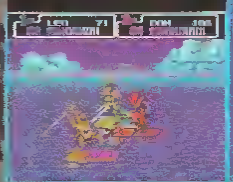
This new version of the scroungy cave dweller we've all come to know an love is chocked with new backdrops and big SNES sound. Maybe Chuck's not the best role model (being a fat pig and all), but he sure makes for a fun evening. "Unga Bunga"

**88%**

Chuck Rock the crusty cave man has belly-butted himself onto the SNES in a new improved version of this popular Virgin title. New music and scrolling backgrounds are some of the things you'll notice, plus all the fiendish traps and puzzles just waiting to make our hairy hero extinct. Chuck Rocks!

**88%**

### T.M.N.T. HYPERSTONE HEIST - KONAMI
ACT R MEG AVAIL. DEC.
REVIEW PG. 13 BY E. STORM



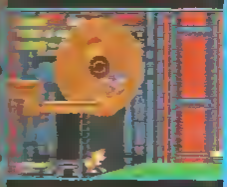
Turtles on the Genesis is a beat 'em up blast-a-minute with scorching turtle tunes, homies to kicks ta bash and some of the [illegible] character animation I've ever see. Forget pizza, totin' in those silver sluge Konami brings the arcade thrill home... I want more!

**95%**

It was only a matter of time till those green good guys made their way to Sega and even the most die-hard turtle freaks will be completely satisfied when they play T.M.N.T. Hyperstone Heist. With graphics and music rivaling the SNES version plus totally new levels and some of the most most hilarious 2 player beat 'em up action ever seen will make this game a classic for years to come.

**93%**

## SONIC 2 - SEGA
ACT 8 MEG AVAIL. NOW 24th
REVIEW PG. 14 BY E. STORM



I've been drooling for this one ever since part 1 and Sega came through! Sonic 2 is amazing, faster and nastier than ever before, with awesome new moves that make your eyes pop out. Running so fast I thought my monitor would explode! Creativity and attention to detail is remarkable and to finish with all the chaos emeralds is a worthy challenge for even the best players. I won't even mention the BIG surprise... you'll see.

The little blue dude with an attitude is back and I knew he wouldn't let me down. With longer levels, new options, including a multi, and a new friend, Sonic 2 just has so much to offer. Definitely the best thing since the last best thing. Now CD me!

**99%** **99%**

## [TITLE] - EA
ACT 8 MEG AVAIL. DEC.
REVIEW PG. 18 BY TAIKO

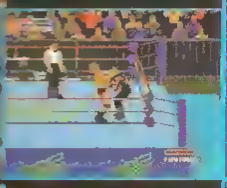


Playing part one I remember saying "I wish it was 2 players", and now it is. But that's not all. While preserving the original format EA has managed to improve every category with more of the same (except better). Definitely an awesome sequel and one of the funest and most addicting games you'll ever play. Alone or with a friend.

As major Rash fan I had high expectations of what RRII would have to offer over the first one. Happily EA came through! All the good basics of the original are there with many improvements including a 2 player split screen option. This game is a must have! So grab a controller and catch some air!

**91%** **95%**

## [TITLE] - FLYING EDGE
ACT 8 MEG AVAIL. NOW
REVIEW PG. 20 BY BUD D.



I'm not a big fan of this sweaty past time, in fact I've never liked a wrestling game but I thought this was pretty cool. Being Brody on the ground and stomping on his head was quite invigorating! Good control and lots of moves and play options make this a Hulkamaniacs dream come true.

Ok I'll admit it, sports games aren't my specialty (we leave that to Taiko) but I do get a kick out of being able to give an elbow to many unworthy opponents when given the chance. For that's what WWF is about. The game cart has some fun replay and cool graphics that should keep any wanna 0be wrestlers busy for a while! It's too bad about Skid though, broken any controllers lately?

**81%** **73%**

## [TITLE] - TENGEN
SHOOT 8 MEG AVAIL. NOW
REVIEW PG. 22 BY E. STORM



The first polygon game on the Genesis that doesn't make me want to throw my controller! Tatsujin mixes simulation and shooter very well and gives you 3 play choices and 2 views. This offering a lasting challenge and an impressive overall package.. The best in it's class.

Tatsujin is a great translation straight from the arcade and this helicopter simulation is top notch. Tengen makes impressive use of polygon graphics and there is enough mix of action and strategy to keep even the most gamere playing for hours on end. Stereo sound and cool features such as different perspectives and 2 player co-op plus tons of digitized speech. This game is definitely above the competition.

**87%** **93%**

## [TITLE] - VIRGIN
SPT. 8 MEG AVAIL. NOW
REVIEW PG. 21 BY E. STORM



All boxing is in a class by it's self in the boxing field. The first thing I noticed was the great controls the ability to roll the ring adding new dimension to this type of game. I like watching my opponent swell up I pummel him into the ropes, the graphics and sounds are also done incredibly well... Another great game from Virgin!

All is boxing done right. This game has everything would be contenders could ask for: boss crunching sound effects, spit flying and ring rotation plus a bodacious babe betwen rounds. The guys at Virgin must know something the other's don't.

**93%** **89%**

## [TITLE] - WOLFTEAM
LD CD AVAILABLE NOW JAPAN
REVIEW PG. 24 BY MORREY

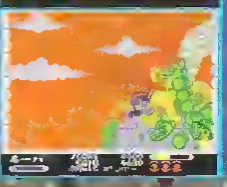


LD games never really interested me, pumping in your life's savings to memorize a few. But now that you can play at home it's a whole new experience. Even though the game is a bit lacking I find a lot of fun playing Time Gal. (Heck, I'd buy it just to watch the animation) but it could have used a little more interaction. There's always road blaster.

Contrary to ol' Skidster, I've always craved these types of games! Who else could claim to have road blasted on one quarter. Well if your like me they'll want to check out Time Gal. Non-stop animation and action all put together on another Wolfteam masterpiece... Keep 'em coming!!

**83%** **92%**

## [TITLE] - SEGA
ACT 8 MEG AVAIL. NOW JAPAN
REVIEW PG. 28 BY E. STORM

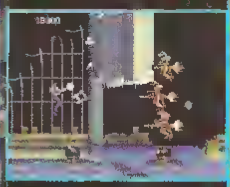


Here's a nice little arcade translation from the boyz at Sega. The overall quality and fun is definitely sophisticated me and mine must-do for action platform gamers. The only thing missing is a 2 player feature. Other than that it's a totally awesome game. I'll take as many of these as they'll give me.

This little known Capcom coin-op has been reprogrammed by the masters at Sega of Japan and has turned out exceptional. Like the platform action style games and Chiki Chiki Boys really diverse at first glance it may look a lot like Wonder Boy but don't be fooled. This is pure jump and slash action at its finest. Pick up the import if you can't wait.

**89%** **92%**

## FORGOTTEN WORLDS - TTI
SHOOTER SCD AVAIL. NOV
REVIEW PG. 56 BY K. FAUSTO



Take one huge or called Forgotten Graphics, then improve! This is a blast of old fun. Shoot out of the Galaxy! Buy Chicken! Wow! Wow! This game has up to 2 player modes, major bitchin' access delays, and only one player. Oh well, it does have good music. And hey, it's still Forgotten Worlds.

## SHADOW OF THE BEAST - TTI
ACT SCD AVAIL. NOW JAPAN
REVIEW PG. 57 BY BUD D.



Shadow of the Beast gets the much needed improvements on Super CD that were absent in the Genesis. The addition of an option screen to set up your game and one of the best soundtracks you'll ever hear. By any comparison the best version of a overall to the underground level, other than that I would say this is the best version ever and a solid title for a new system.

**91%** **97%**

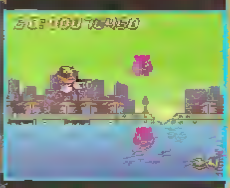
## SOLDIER BLADE - HUDSON
ACT 4 MEG AVAIL. NOW
REVIEW PG. 55 BY O. BUNTER



Since we have games to comparison to others on that system I would have to say that Soldier Blade is a great shooter. It has all the cool mainly games elements of the TGFX. It's always had a soft spot for it. Soldier Blade throws a lot at you with great use of color and some nice scrolls (and the last level's a real surprise). A must for TG 16 owners.

**87%** **90%**

## AIR ZONK - HUDSON
SHOOTER 4 MEG AVAIL. NOW
REVIEW PG. 59 BY E. STORM



This futuristic take on Hudson's ancient Bonk makes for one of the best fun scrolls around. Graphics are simple but it's fast, this game is totally awesome in every way. I hope more programmers are doing Bonk III. I'd buy a Turbo for this game alone.

**97%** **94%**

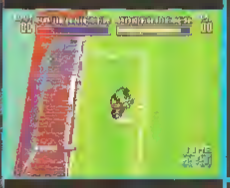
## POWER DRIFT - ASMIK
ACT 4 MEG AVAIL. NOW JAPAN
REVIEW PG. 60 BY K. FAUSTO



Though not even close to the arcade rush, this version is [illegible] with great cartoony graphics, [illegible] and addicting gameplay. It will have a TG 16 or PC Engine go [illegible]

**87%** **89%**

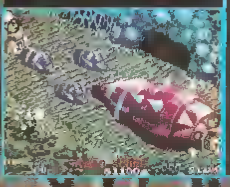
## SOCCER BRAWL - SNK
ACT 4M MEG AVAIL. NOW
REVIEW PG. 63 BY BIG J.



Here's what I like about the guys at Alpha, when they make a sports game they manage to break the mold every time. First with 20/20 now with Soccer Brawl. You pass the ball because it's soccer, think again — This is more like Who cares what the score is you'll be too busy blasting and laughing. Lasting power, a must for Neo Geo owners.

**89%** **90%**

## VIEWPOINT - AMERICAN SAMMY
ACT 75 MEG AVAIL. NOW
REVIEW PG. 62 BY BLINKY



WOW! This game looks so good even for the Neo Geo. By far the best game on the system so far. Gone is the pesky power meter. I don't have to share this one with some slimy who gets in my way. Say hello to polygon gaming at it's best. Geo owners, prepare to be amazed! Shooter of the year.

**99%** **93%**

DHNN NEWS FROM AROUND THE WORLD BRINGING YOU

# AN INTERVIEW WITH WOLFTEAM

GAME CREATIVE [illegible] WITH: KEI KUBOKI



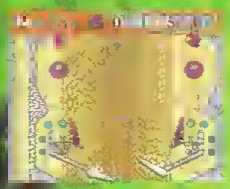
X-GRADIUS 1990





ARCUS ODYSSEY 1990





ZERO LAND 1990





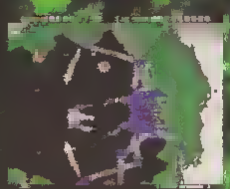
B. VIENTO 1991



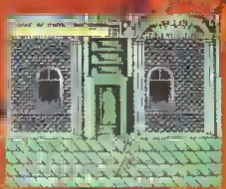


EMERY EVANS 1991





SOL FEACE 1991



Wolf Team is currently regarded one of the top software developers in Japan. They have shown overwhelming interest (unlike other 3rd party companies) in developing Mega CD games. Wolfteam's games are some of the most popular among Mega Drive titles as each game shows new creativity and innovation. After visiting Wolfteam we can see why. They are a young and energetic company, as excited about they're next game as we are. We spoke with Mr. Masahiro Akishino and here's what he had to say...



Mr Masahiro Akishino
Managing Director

DHNN: How many programmers do you have?
WT: [illegible] programmers are on duty 24 hours a day to make fun games.

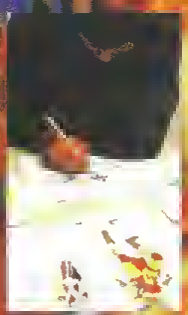
DHNN: Could you tell me what made you decide to go into laserdisc titles and which ones are coming?
WT: Since the Mega CD was released as a superior system we thought that someone should make games that only the Mega CD could handle. Our future releases include: Time Gal and Time Blasters so far.

DHNN: How long does it take to transfer a LD game to CD?
WT: [illegible] but about 3 months

DHNN: Why can't you pause LD games?
WT: There is a way but it makes the game [illegible]

DHNN: [illegible] Arcus Odyssey get sequels?
WT: We [illegible] enced [illegible] to El [illegible] for a Jan [illegible] there's enough time [illegible] we'll [illegible] anything.

DHNN: How did you create the [illegible]





The girls of Wolfteam







DHNN: It seems like Sega is approaching #1 in the U.S. do you see this happening in Japan?
WT: Actually it seems like they're not trying to be #1 in Japan but rather striving to [illegible] fun and remarkable games (instead of [illegible]ving the pack).

DHNN: Do you have plans to support the Super Famicom CD-ROM?
WT: Yes we do have plans to make games for the SFCD, but they will have to remain secret for now.

DHNN: How many Games do you have in development?
WT: 12 to 13, five for Mega CD. We have seven development systems.

DHNN: So that means you can release an average of 5 games a year, right?
WT: If we plan to release 5 we usually end up with 7 or 8.

DHNN: How do you consider the American market when you develop [illegible]

WT: [illegible] have an interest in the [illegible] in constant contact with [illegible] point of view is always the [illegible]

DHNN: [illegible]thing you would like to say [illegible]s?
WT: [illegible] making fun and joyfull things so [illegible] up!

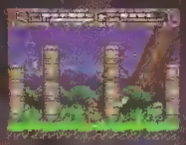
DHNN: We really enjoyed our visit with Wolfteam, they are great people. We would like to say thank you to: Yoko, Yumi, Tomoko, and Emiko.. Hi girls! keep up the great work!

# HOCUS POCUS

*Travel With Thy Controller In Hand To a Land Where Cheaters Prosper*

## Alisia Dragoon(MD)

Level skip. Plug in two controllers. Turn on the power while holding the A button on the first controller. [illegible] until the second number is [illegible] press and hold the B button until the third credit is displayed. Then press and hold the C button until the credits go away, then press start. (You should hear a twinkling noise if the trick works properly) start the game and press C on the second controlisr at any time to skip the level.



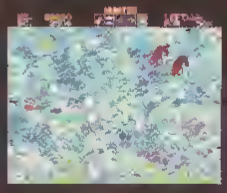
## Thunder Storm (MD)

Level Select: [illegible] At the [illegible] screen press: [illegible] in this order: [illegible] B, A, C, [illegible]



## Thunder Force IV (MD)

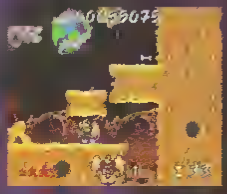
Full Power Command: Pause the game & press: U, R, A, D, R, A, [illegible], U, B, U.





## Wonder Dog (MD-CD)

[illegible] the hidden underground [illegible] a cartoony moon. [illegible] perform and have the [illegible] on your way to the [illegible] (The [illegible] suits a lady)

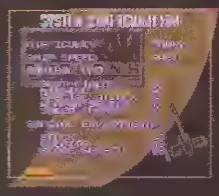


## Codes? You want codes?

MYSTIC, ANKLES
LEDZEP, REEVES
WOOPIE

## Phasma (SEGA)

Debug mode: At the [illegible] screen while holding [illegible] button on the first controller. [illegible] the system and [illegible] then with [illegible] (still holding B button) press L and [illegible] [illegible] B, Y, START (still holding [illegible] button) [illegible] MONEY TIP: If this isn't enough [illegible] SELECT [illegible] controller for 9 extra credits!





## Mario Kart (SFC/SNES)

[illegible] At character select screen in Mario GP [illegible] A while holding Y button, this will allow you to play as [illegible] characters. #2 At character select screen in one player [illegible] and press start on second controller to [illegible] your [illegible]

## Action Kung-Fu (TG16)

At the title screen press L, R & II repeating this until it makes a ringing sound. Then press RUN while holding SELECT, this will transfer you to the stage select.



## New Adventure Island (TG16)

Stage Select: At the title screen press L, L, R, R, II, U, D, U, D and a number should appear in the lower left corner. Change it to pick your starting stage



# SEGA SECTOR



## SUNSET RIDERS



KONAMI
ACTION
2 PLAYER
8 MEG
AVAIL. DEC.













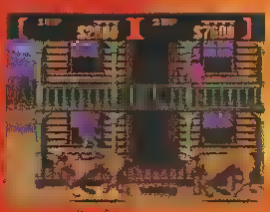




Let's Git 'Em!







Here's the exciting news Sega players everywhere have been waiting for, Sunset Riders and T.M.N.T. The Hyperstone Heist! Cowabunga, Yee-Ha! Just like we all knew they would, Konami's already got the Genesis fully dialed in.

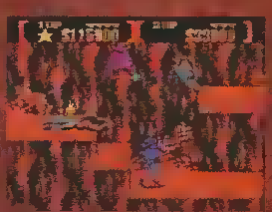
The first thing I noticed when I started playing Sunset Riders was that this was the first time I've played a western shoot 'em up on 16 bit. I'd say it was long over due. Sunset Riders is totally addicting, especially with two players. I found it much more fun as a home game than in the arcade. The graphics are great for a Genesis game with lots of scrolls, big explosions, and colorful backgrounds. There's also some great voice and horse ridin' bonus rounds where you can collect 1-ups and gold. But where Sunset Riders really excels is in pure fun, laughs, and lasting power ... and it ain't that easy either. Nowudahmean? So strap on yer peaca maker and git yerself Sunset Riders!



















# TEENAGE MUTANT NINJA TURTLES THE HYPERSTONE HEIST



KONAMI
ACTION
2 PLAYER
8 MEG
AVAIL. DEC.







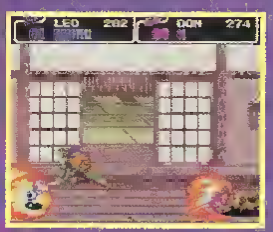








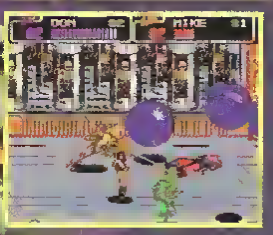






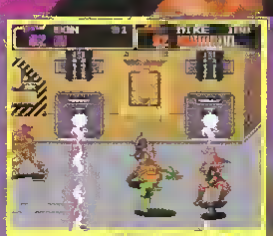


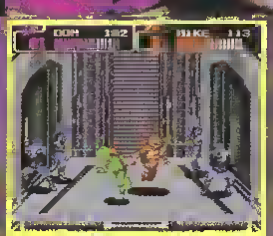






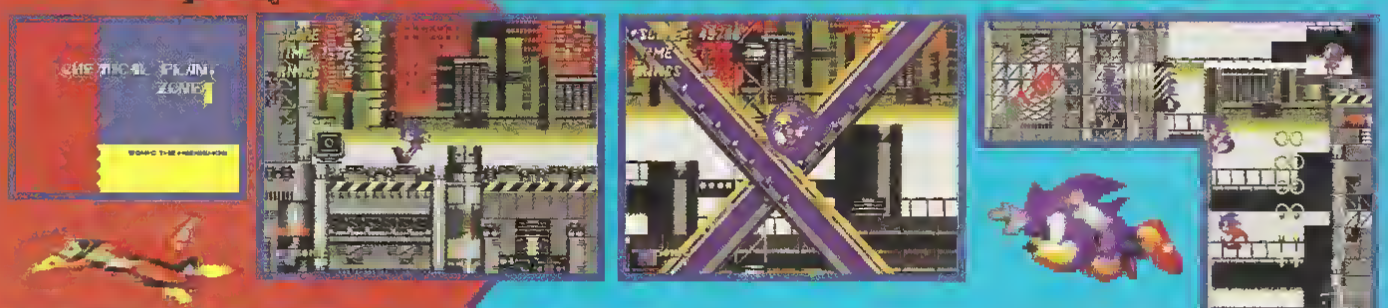


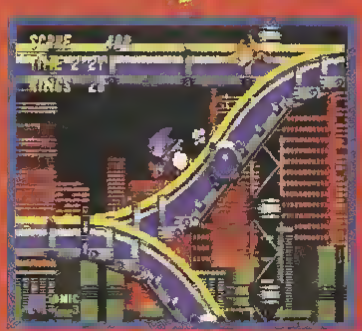


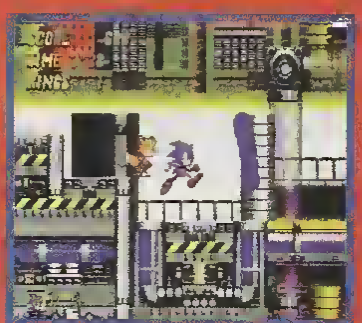






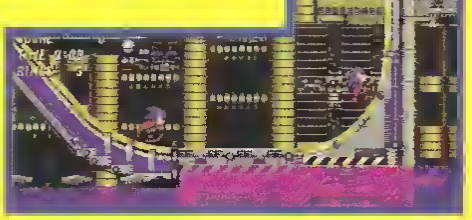





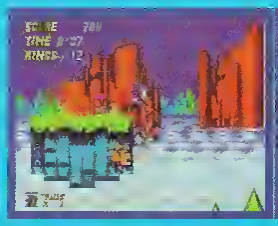


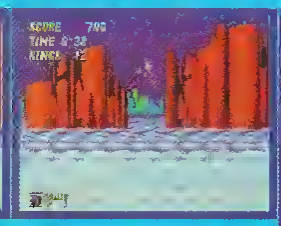
I can remember beck when Sonic 1 came out, thinking how could it get any better than this? I thought thet et best Sega would match that Sonic magic. When our test copy arrived everyone gathered around the monitor at my station to see if they hed done it (mede e better Sonic). The moment I sterted playing they started yelling ... Wow! Did you see thet! ... No way! ... Awesome! Let me check it out! . . No way baby, just leave me the keys when you go home. I played through the night 'til 5:00 the next morning. That's what I call a great game. The time just flew by.

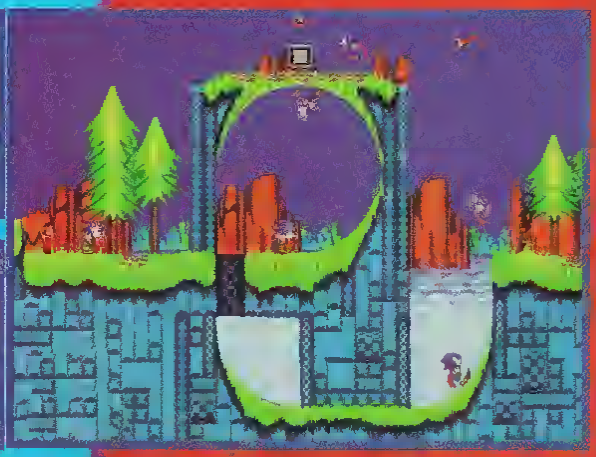
Sonic 2 is by far my pick for action game of the year. First of all Sonic is bigger, his legs are longer, and his head is rounder. He also has some great new animations and a smoking Super-Sonic roll! Part two is also longer, not necessarily in length, but in depth. Each level hae so many places to explore, and there's hidden stuff everywhere. Another awesome addition is the new bonus rounds. Collect 50 ringe on any level, find one of the many checkpoints, cross over and jump into the circle of stare, and volla! Scaling 1st person! It's like Sonic meets Stun Runner. Collect enough rings and you get the Chaos Emerald. Collect all the Emeralds and ... ??? All the new levels in Sonic 2 are equally impreesive with loads of colors, incredible music, end different themes, but if you're looking for speed, look no further then

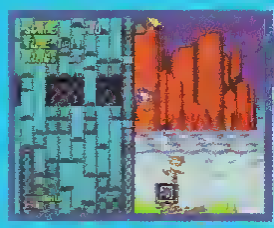


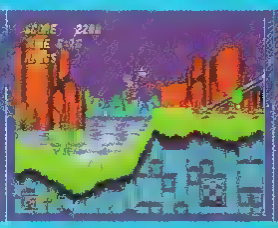


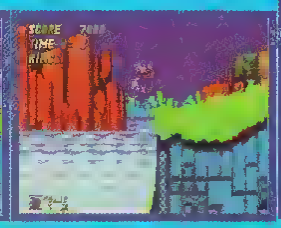









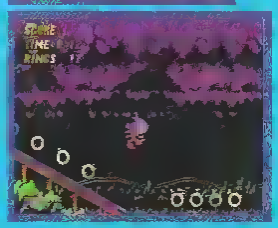


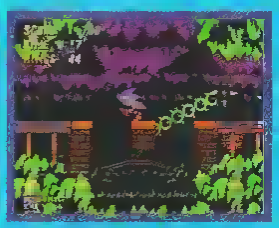





the Chemical Plant zone. Sonic runs so fast he pushes the screen! and speeds through suction tubes to unknown places.

In the Metropolis zone, Sonic runs through huge spinning wire barrels making full rotations while running, and tackles huge machinery, but wait 'til you



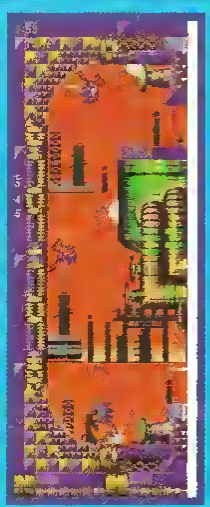






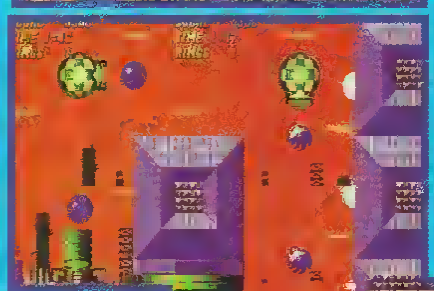

jump on a huge nut and move up or down by running ... genius!

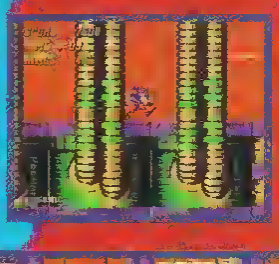
The Hill Top zone is loaded with surprises, including sliding platforms, places high in the sky and hidden undergrounds with lava pits and earthquakes, and wait 'til you see Oil Ocean! The colors here are brilliant and the levels are















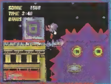


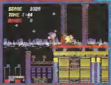
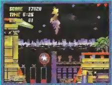




GET ALL THE CHAOS EMERALDS AND 50 RINGS, AND SOMETHING THAT YOU WILL NOT BELIEVE WILL HAPPEN







huga with tons of secrets within. You may find yourself blown into the air by the pressure or rotating airborne over fans or being sucked into cannons and hurled through the air!

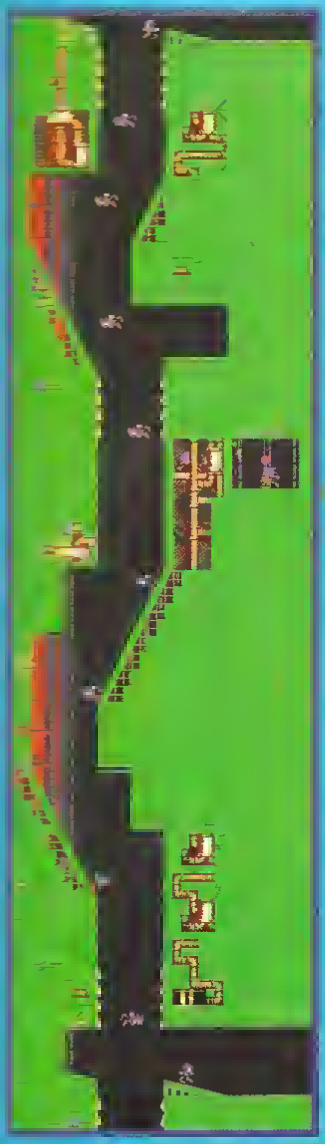
If all this sounds too good to be true, wait until you hit Las Vagas. Remember the bumpers in part 1? ... There's hundreds of 'em! Or go for the slots by flipping Sonic into huge slot machines! Vegas is also a great place for 1ups and stocking up on rings.

Aquatic Ruin is another interesting placa. First of all the music here is great and the level is half underwater! Stay in this level (part 2) a full ten minutes exploring from top to bottom, but don't rush! Stop for air or find a way to the surface.

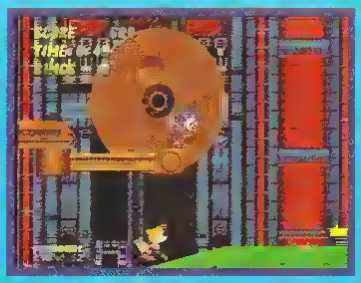
In the Sky Fortress you'll climb all ovar a huge aircraft on your way to the toughest boss in the game and then it's onto the Death Egg zone.

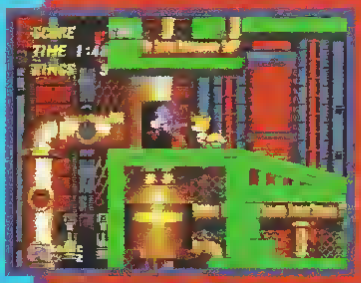
As far as Miles goes, sometimes it's kinda nice to have him around, but he can ba a pain by hogging rings or breaking your rhythm.

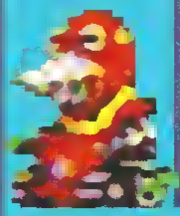


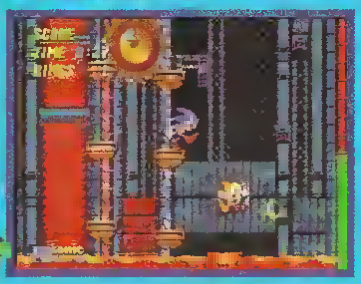













In the version we reviewed you couldn't shake him. I hope you can choose to leave him behind in the final version. Another weird twist is the two player mode. You can play up to four levels split (or squashed) screen with a friend. It's more of a race really, but its definitely a unique feature.

Sonic 2 is everything they said and more. It makes you wonder why more games aren't this good. Who knows, '93 may be the year with the Sega CD on the way and Sonic CD in March. I'll tell you one thing, my faith in Sega is totally restored. All this was done right here! Bravo! ... Oh ya, by the way ... has anyone seen the Hidden Palace?



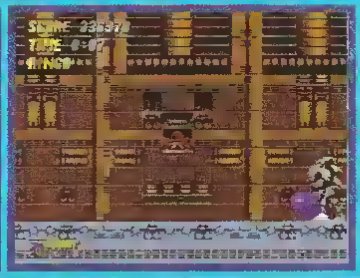


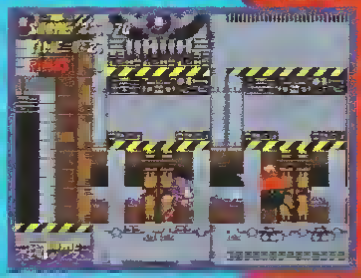
SPLIT SCREEN TWO PLAYER!

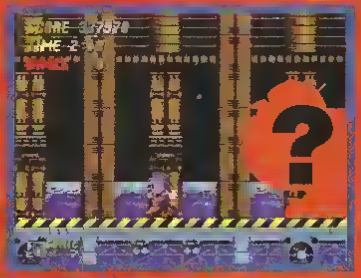








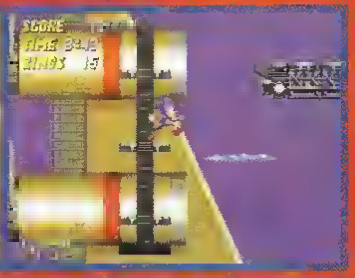














# ROAD RASH II

EA
RACING/FIGHTING
2 PLAYER
8 MEG
AVAIL DEC



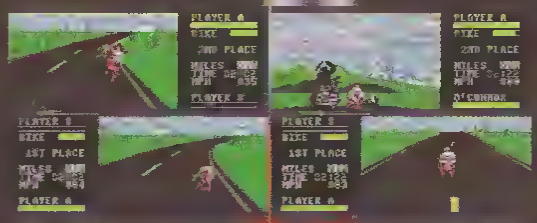






Grab your club and your sled out of the closet! Welcome back to Road Rash II. It's time to hit the road once again fighting for cash, a better bike, (and even your life!) while avoiding an ever nastier assortment of rasheers, cops, and surly drivers. Here's what you'll find when you take control. Right from the start the enemies are meaner and faster, dogging you relentlessly as you fight for the lead. Only this time once you get there you no longer pull away and coast, 2nd and 3rd place chase you relentlessly, while doing their best to separate you from your ride, all the way to the finish (which now zooms out and shows a cool cartoon). RRII now scales even faster and smoother than before, with even more roadside attractions like mooing cows and huge rocks, add to that awesome landscapes and hills galore and you've got the ultimate racing game... right?...

Wrong, because EA didn't stop there. They've added an optional split screen mode and a one on one fight to the finish, making RRII far and away the best racing game for the Genesis ... Oh ya, just in case you were wondering, no one is safe from your club this time!
Drive safely...NOT!



NOW'S YOUR CHANCE TO GET EVEN







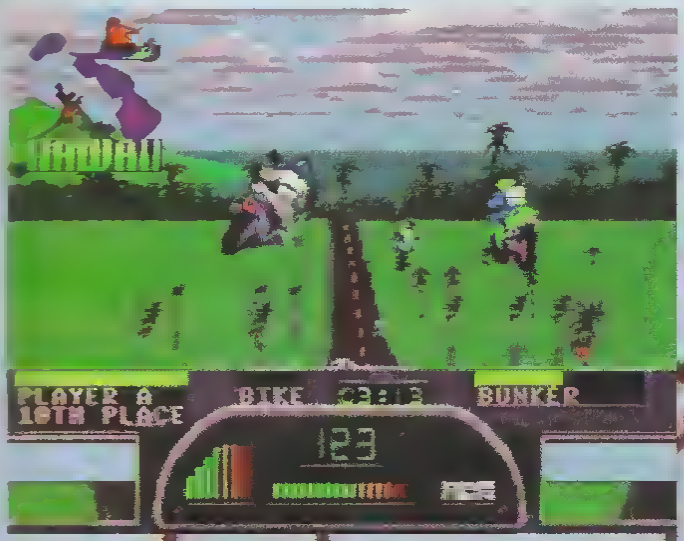




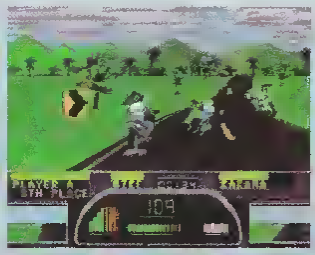














FLY THE UNFRIENDLY SKIES












THESE GOOD OL' BOYS WANT YOUR HEAD FOR THEIR WALL!











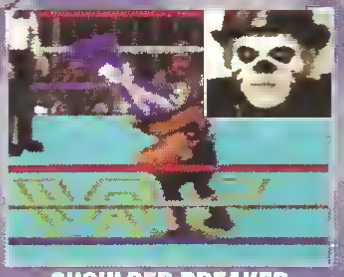

WATCH OUT FOR COWS IN VERMONT

# WWF SUPER WRESTLEMANIA

ARENA
SPORTS
2 PLAYER
8 MEG
AVAIL NOW


POWER SLAM


LEG DROP

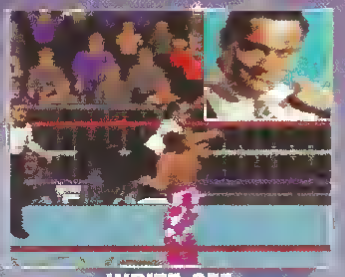

SHOULDER BREAKER


ELBOW DROP


SIDE SUPLEX

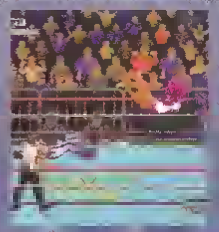

MILLION DOLLAR DREAM

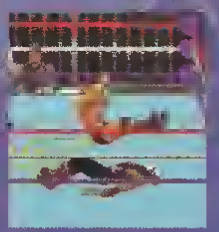

GORILLA SLAM


WRITE-OFF

After three years of waiting, wrestling fans finally get a good wrestling game for the Genesis, with the release of WWF WrestleMania. Acclaim has added some features that any SNES owner would appreciate, with the addition of six new wrestlers and the ability to earn the title of WWF Champion of the World. There are a total of eight wrestlers, all with their own signature moves, Hulk with his leg drop, IRS's write off, Randy Savage's flying elbow drop, The Ultimate Warrior's gorilla slam, Shawn Michael's side suplex, Papa Shango's shoulder breaker, Ted Dibiase's million dollar dream, and the British Bulldog's powerslam, along with all the other usual drop kicks, body slams, head butts, and clotheslines. You'll also find one-on-one and tag-team options and the survivor series as well, making this a totally complete wrestling game. All this sounds great, but how does it control? WWF makes full use of the Genesis control pad and is easy to learn. The character graphics are also done really well. All the characters look digitized and animate fluidly making this the ultimate Genesis wrestling game!





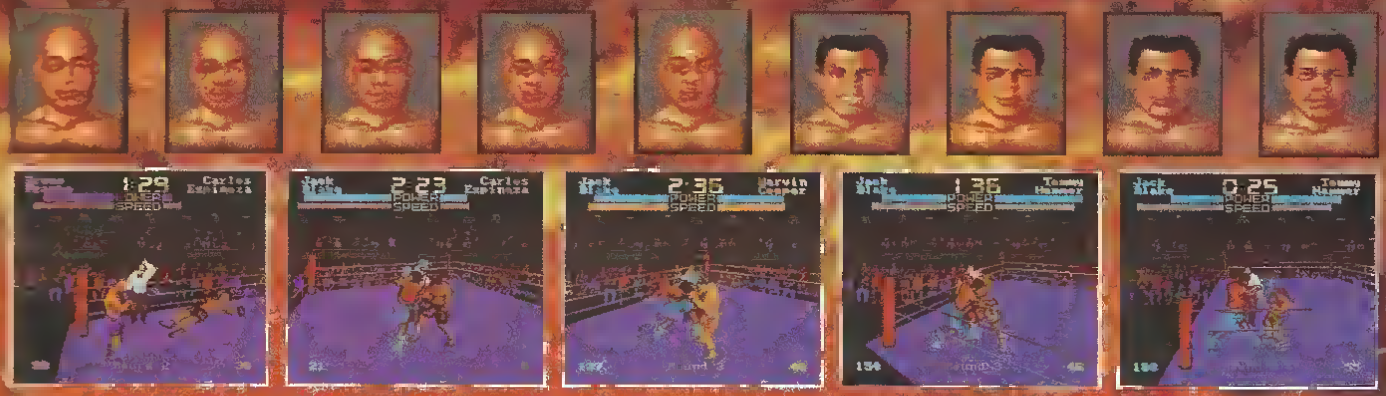








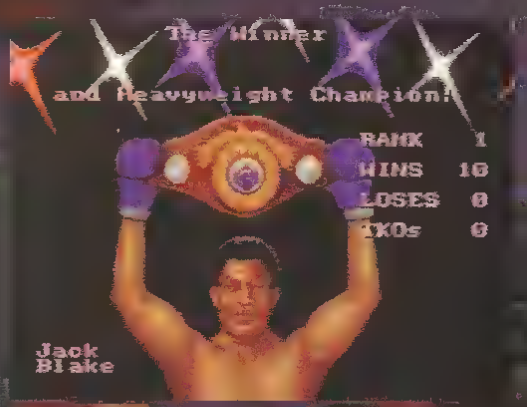


Normally, I'm not one to favor boxing games. As of yet none have really thrilled me in either control or graphics ... until now! Even if you've never bought a boxing game before, get this one!

This 8 meg cart is 3rd generation all the way. The intro alone is worth the price of admission, with Ali himself in digitized full motion, shouting "Who's the heavyweight champion of the world!", and the crowd joining in "Ali! Ali!", complete with great voice from the ring announcer, scaling logos and a zoom in on the polygon landscape. As far as the action goes, the control over the fighters is perfect, fully utilizing the control pad. During the fight you can rotate the ring for different viewpoints and each punch lands with a different sampled crunch. As faces swell and eyes close, and between rounds as you view your puffy noggin and take a rest, you can feast your eyes on the blonde round card babe (shwing!). There are 9 boxers to choose from or you can be Ali himself, so go for the belt or take on a friend. Ali is hands down the #1 boxing game so far on any system.







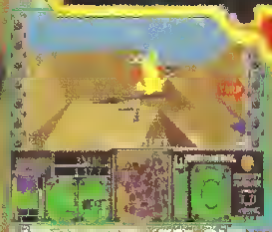






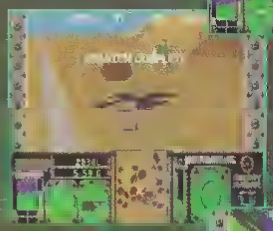

TENGEN
SIMULATION
1/2 PLAYER
8 MEG
AVAIL. NOW

To this point the Genesis hasn't been able to successfully hold my interest with the polygon simulation style games as they usually end up choppy or hard to control. I am happy to say that Steel Talons by Tengen doesn't suffer from either. Talons controls extremely well as you can easily drop down into canyons to take out a target, survey the area, hover upward locking on to easy ground targets, or chasing other aircraft. In fact, you can actually hover right at ground level and follow a vehicle down the road before you blast him. Another nice option is the two viewpoints as you can look on from inside the cockpit or behind your chopper. You can select from 3 missions: Combat, where you clear infested areas, Head to Head, where you'll engage other fighters, or Training to sharpen your skills. There is a time limit on each mission. If you go over the time you can still finish, but to see the real ending you must pass all 12 successfully. The gameplay in Talons takes a while to master. You won't beat it your first time, but once you get it wired it becomes addicting, fun, and challenging to come in under the allotted time. There's also some cool voices and the sound effects are excellent. Overall, Steel Talons is a must for simulation fans or anyone for that matter. It's just a fun game and it's a nice departure from the usual shooter or action game. Check it out. When else will you get to pilot an attack chopper?


NOW TAKE 'EM OUT!

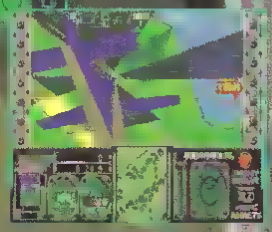


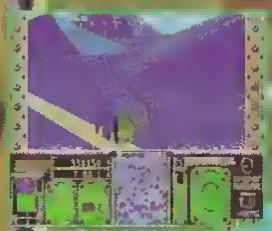


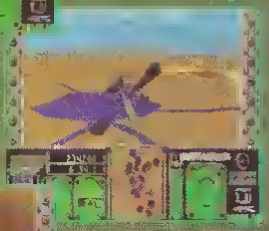



NICE SHOT!

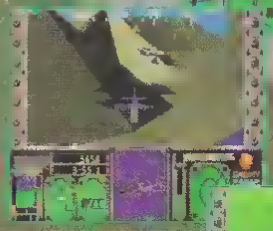

GOIN HEAD TO HEAD


ZOOM IN!


FLYING LOW

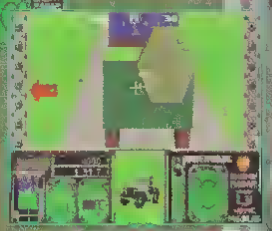







TRAINING MAN


DOGFIGHT IN THE CANYON

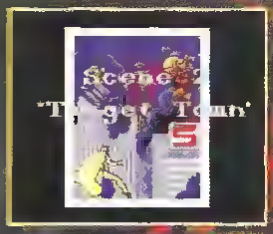

FOLLOW THAT JEEP!

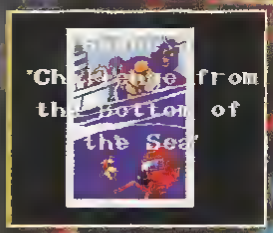


DATA EAST
ACTION
2 PLAYER
8 MEG
AVAIL NOW

# MARVEL CAPTAIN AMERICA AND THE AVENGERS™











Data East's third arcade translation arrives for the Genesis this November. The programmers at Data East have taken on a huge task this time attempting to translate the arcade hit Captain America and the Avengers. The basic layout of the game remains intact as you will assume the role of one of four super heroes (Captain America, Vision, Iron Man, or Hawkeye). Each player has an assortment of special moves and you'll need to master them all to get through the hordes of enemies guarding the sinister Red Skull. The early version we received looked promising, let's hope this turns out to be another great Data East translation.

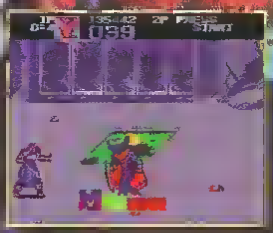






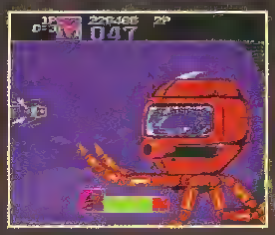


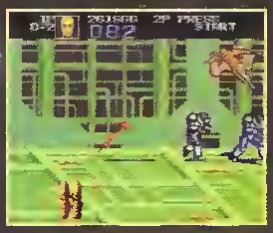










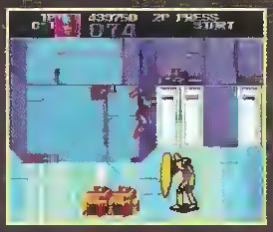


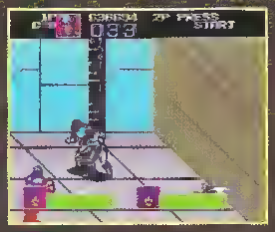












# TIME GAL

WOLFTEAM
LD ARCADE
1 PLAYER
CD
AVAL NOW JAPAN







Wolfteam's done it again! 2 in their LD lineup! Set up like Dragon's Lair, Time Gal is a Cop Chasing (aha aha) chaae me boy) tha avil Luda through time, from deep in the past to tha finel confrontation on Lude's home planet in the year 4001. The animation and colour in Time Gal are much improved over Thunderstorm and the game is a thrill a minute. Since it doesn't take long to finish, we'll expect tha make it over here, here's 2 pages worth now, and two more on tha way next issue! Check it out!






## B.C. 44



## A.D. 500



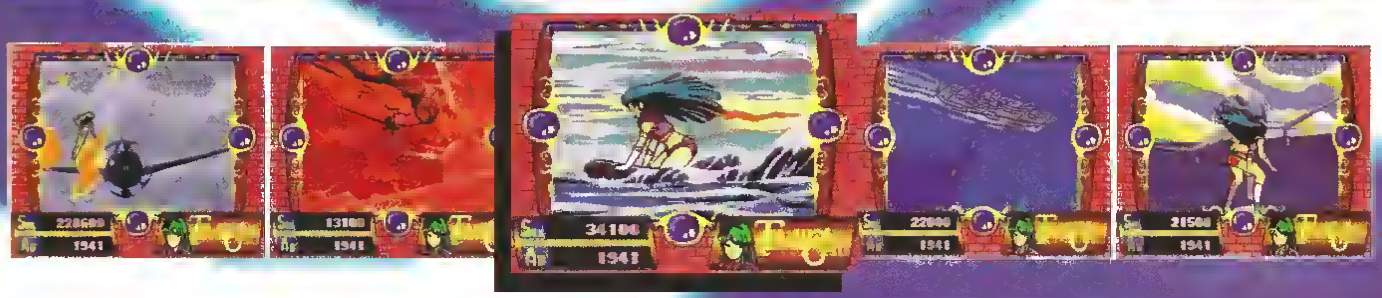
## A.D. 666



## A.D. 1588



## A.D. 1941



# Chiki Chiki BOYS

SEGA
ACTION
1 PLAYER
8 MEG
AVAIL. NOW

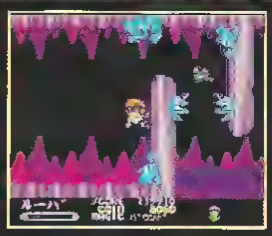
Here's a great Capcom arcade game that skipped right by as it only saw the light of day in Japan's arcades back in 1990. Chiki Chiki Boys fits perfectly well into a category that is lacking on both the Genesis and the Mega Drive, that being the action platform format.

As infants the two brothers somehow survived the overthrow of their village by evil forces. Now as teenagers they return, bent on revenge, to free their leaders and reclaim the land.

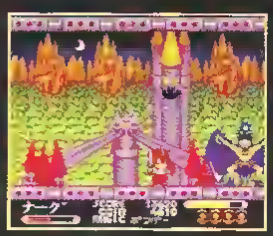
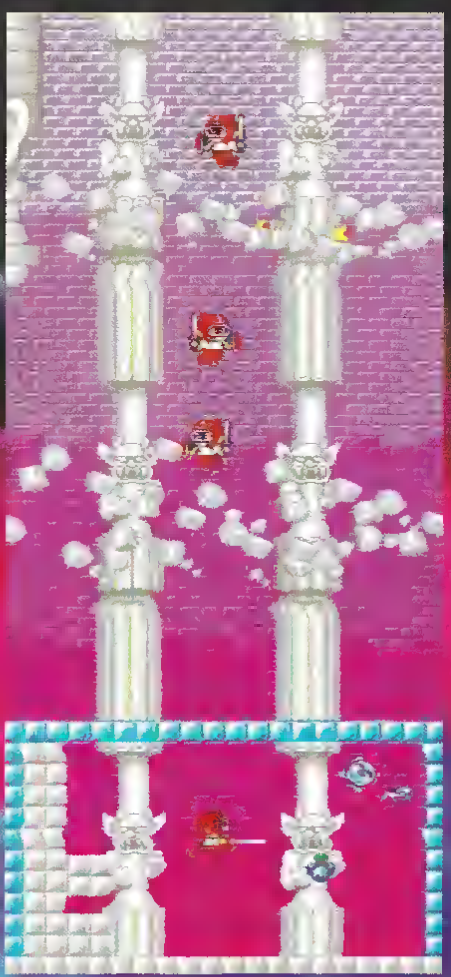
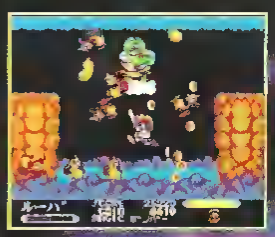
Everything about Chiki Chiki Boys is first rate. The graphics, color, control and music are excellent. True to the arcade, the action consists of flying, swimming, and side scroll action scenarios. Throughout the game as you defeat enemies you earn coins which, at the end of each round, you'll use to buy















weapon upgrades, health, magic spells, and continues. During the action you can cling to walls for safety, fight with your sword, and use magic to complete each round. Each level consists of three parts and finally a boss. When you defeat each guardian you will receive a key and open the door to the next challenge (similar to Ghouls & Ghosts). All this adds up to another great trademark Capcom action game, so if you're looking for some arcade style fun, Chiki Chiki boys comes highly recommended.!!

# ROAD BLASTER

WOLFTEAM
LD ARCADE
1 PLAYER
MEGA CD
AVAIL DEC





Wow! The programmers at Wolfteam have been working overtime! Hot on the heels of Time Gal comes Road Blasters this December. Here's a driving game different from any other. Set in the future, your wife is taken from you by a gang of bikers. Bent on revenge you race through 9 stages of incredible animation including highways, bay side landscapes, industrial areas, grass valleys, and even in sewers just to name a few. Along the way you'll encounter all kinds of bad boys, and you won't believe the chase scenes or the fighting scene in downtown! Wolfteam tells us this is by far their biggest success with a laser disc game yet, so you know it's gonna be a big winner! Judging by the way it looks you can bet you'll see Road Blaster here on the Sega CD in no time. Alright Wolfteam! Now go home and get some sleep!















# Nobunaga And His Ninja Force

COMPILE
SHOOTER
1 PLAYER
MEGA CD
AVAIL. DEC.

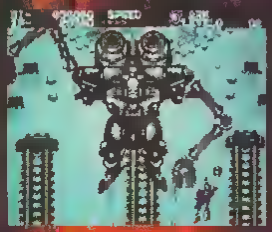
Compile's Nobunaga and his Ninja Force is the sequel to the smash hit Mega Drive and Genesis game M.U.S.H.A. Aleste. This game broke all the molds for overhead shooters on cartridge and now they're at it again, except this time on CD. Nobunaga's Ninja Force uses the capabilities of the Mega CD very well, incorporating lots of scaling, numerous enemies on screen (with no slow down), and an awesome mystical CD soundtrack. All this plus great animation sequences will make Cyber Aleste another big winner for the Mega CD!



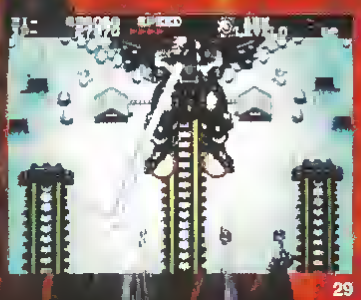




LOOK FOR A FULL REVIEW NEXT MONTH!







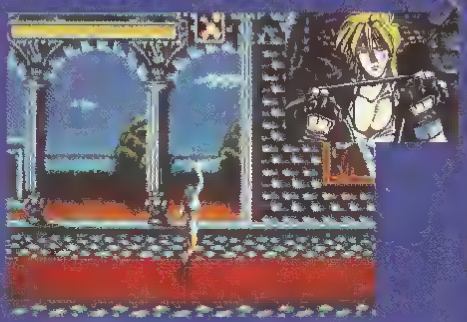
# SEGA PREVIEWS

Here's a look some of what you'll see in our up coming Sega coverage. One other interesting bit of news is the merger of Sega of Japan and Japan Falcom. They have announced Y's IV Mask of the Sun and Sister Sonic. We'll keep you posted on future developments.

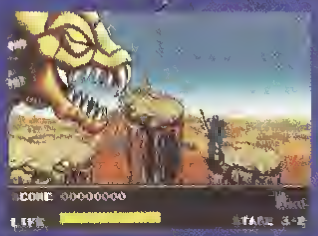



The 1st 16bit version of Gauntlet is coming to the Mega Drive this Christmas, along with a 4 player tap! Look for a full raview as soon as wa can get our hands on one.

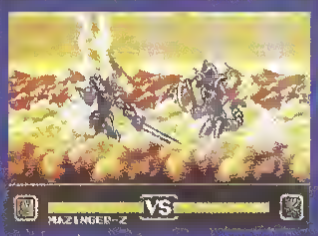




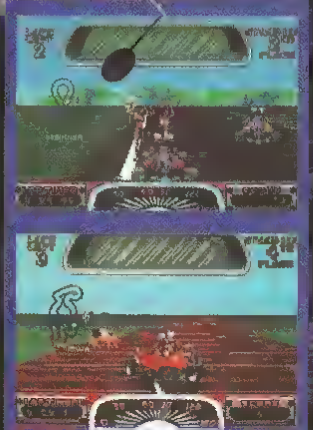
Wolfteam's sequel to El Viento (Annette Again) comes to the Mega CD this January! You'll find a full review coming soon.






In Sega's new action fighting game Majin Sega you battle it out against huge enemies in the side scroll then take on the boss one-on-one Street Fighter style. Coming to the Mega Drive this Dec.

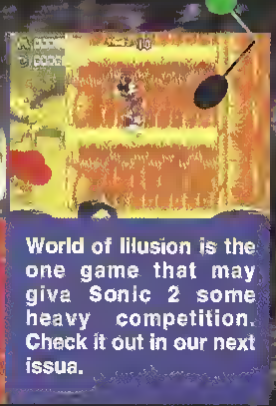


Tengen has been making some impressiva stuff so far and Road Riot Is looking good. Find out more next month.



Yet another great Konami game is on the way to your Sega Genesis, if Turtles and Sunset Riders are any indication you can bet this is going to be a great game. Skid and Brody are camping out In front of Konami waiting for this one..

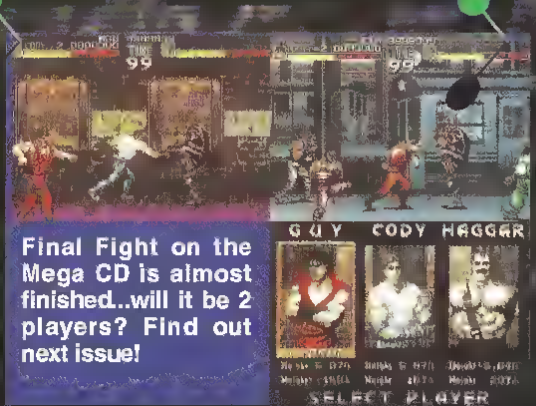




World of Illusion is the one game that may give Sonic 2 some heavy competition. Check it out in our next issua.



Ascii is finally bringing out a control pad for Sega users! look for it around December.




Final Fight on the Mega CD is almost finished..will it be 2 players? Find out next issue!

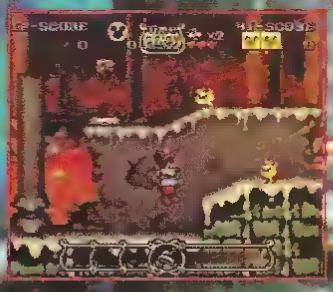
# PLANET SNES



SUPER NES™ PREVIEW

# The Magical Quest Starring MICKEY MOUSE

CAPCOM
ACTION
1 PLAYER
8 MEG
AVAIL. DEC.



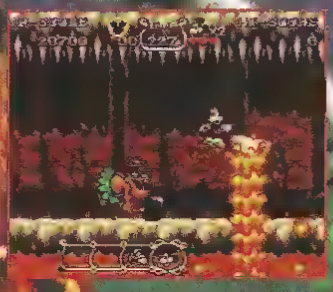


Mickey's Magical Quest is coming to your Super NES this Christmas, and as you can see Capcom's got something very special in store for SNES owners. Loaded with brilliant color & graphics, and awesome FX this will surely be one quest not to be missed! Look for a full review next month.





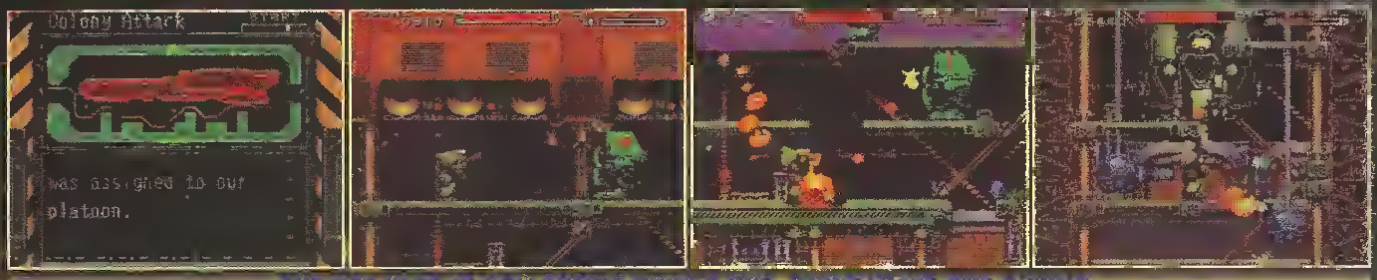




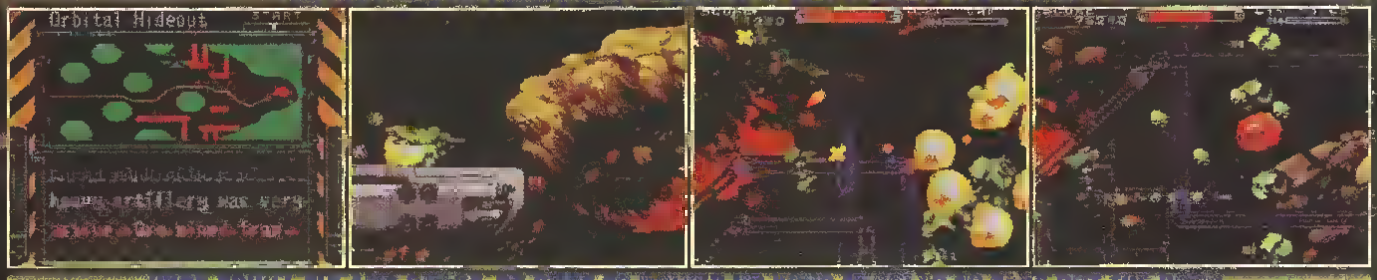


# CYBERNATOR

KONAMI
ACTION/ADV.
1 PLAYER
8 MEG
AVAIL. DEC.



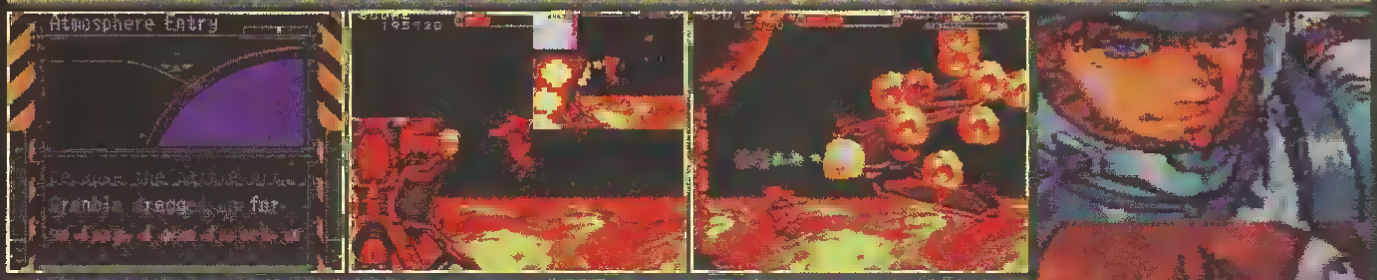

THE KEY HERE IS COLLECTING POWER UPS. DON'T LEAVE ONE BEHIND.




HERE YOU'LL FLY AND SHOOT. BE SURE TO POWER UP YOUR MISSLES TO TAKE OUT THE BOSS.

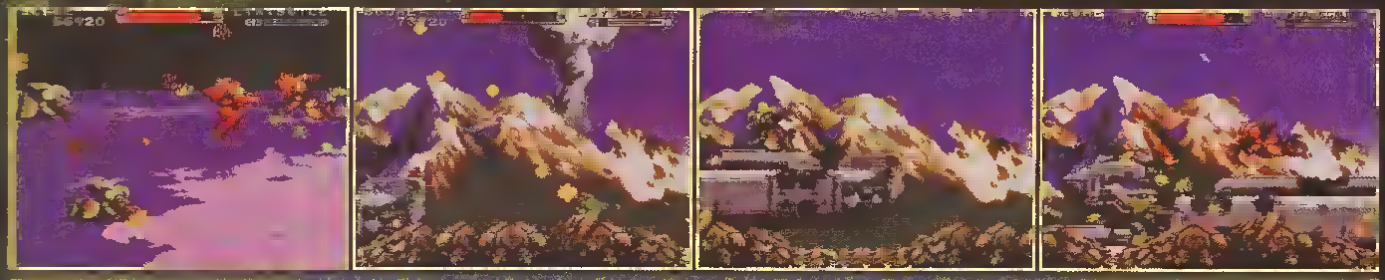



GET THROUGH THESE CAVERNS AS FAST AS YOU CAN POWER SLIDING PAST THE EXPLOSIONS.

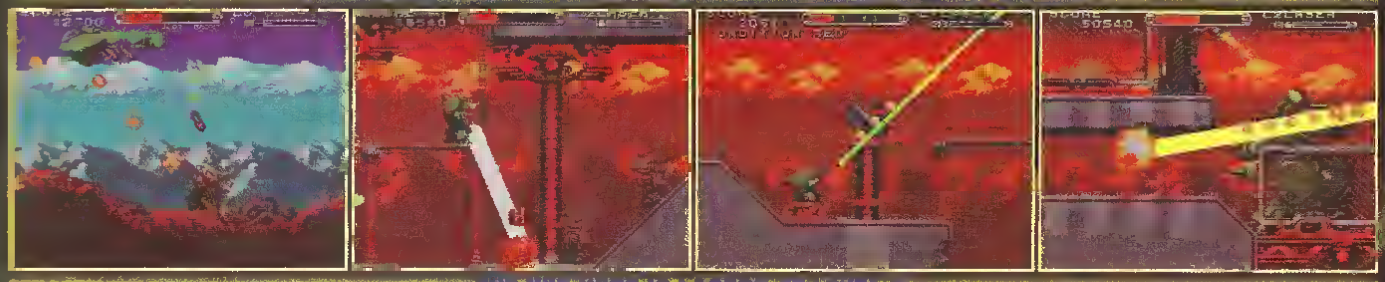



MOVE UPWARDS SHOOTING DOWN TO AVOID DAMAGE. THEN TAKE OUT THE GENERATORS.





THERE'S A TOUGH ENEMY HERE. USE THE SHIELDS AND BE PATIENT.

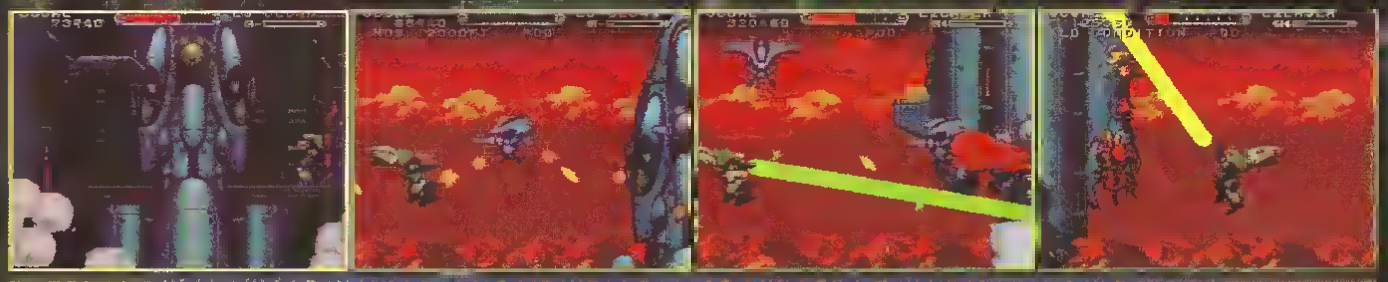


THE KEY HERE IS LASERS AT LEVEL 3.

We all know by now when a game says Konami on it, you don't ask. If there's any left you just buy it. Cybernator is no exception. This is the kind of game that makes you want to stay home all day. You know, you wake up all crusty, drag your blanket into the living room, close the blinds, and just lock in. Cybernator takes you right into a movie-like atmosphere with a great storyline and the gameplay is totally unique.

Even though the character on the screen is small, in reality it is a huge cybersuit and somehow the programmers make it feel huge and heavy without loosing anything in the control. The attention to detail is stunning, with color and shading setting the mood just right. Your character jumps and powerslides along with an assortment of weapons you can obtain then level up. Leveling up your weapons in fact is the key to victory. You must search everywhere and find all the power up items.

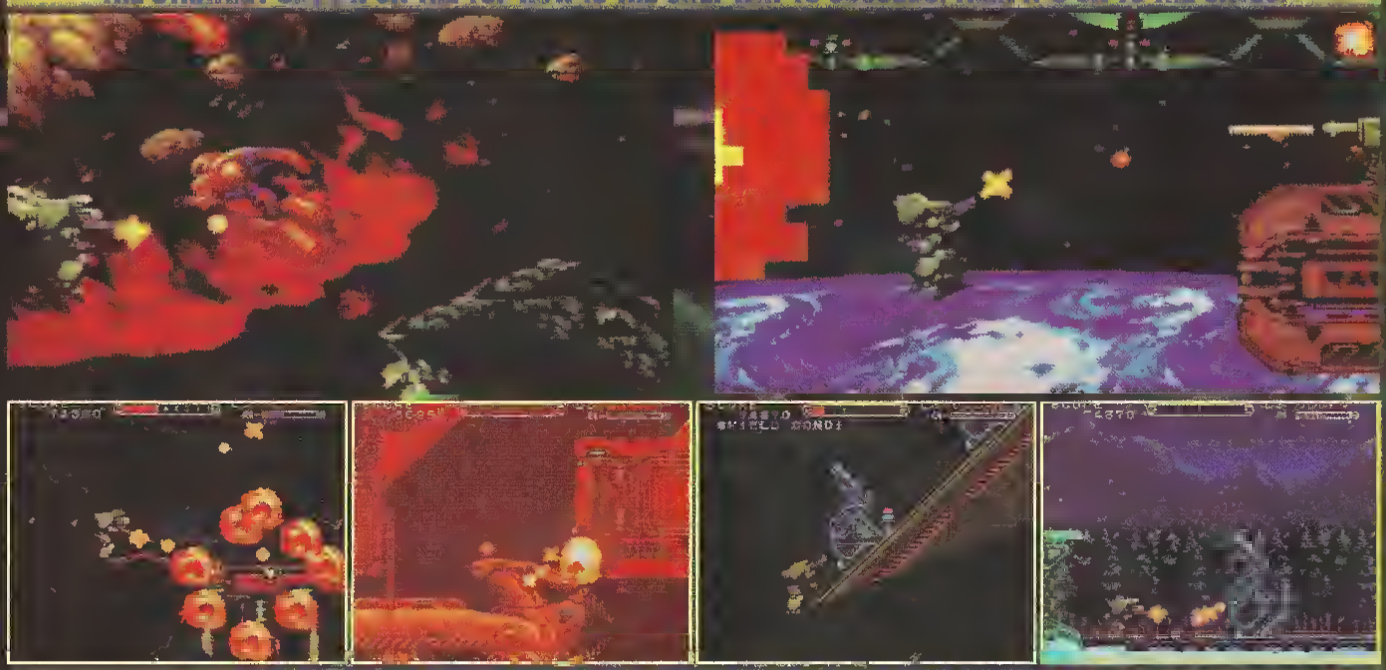
Cybernator also offers a great



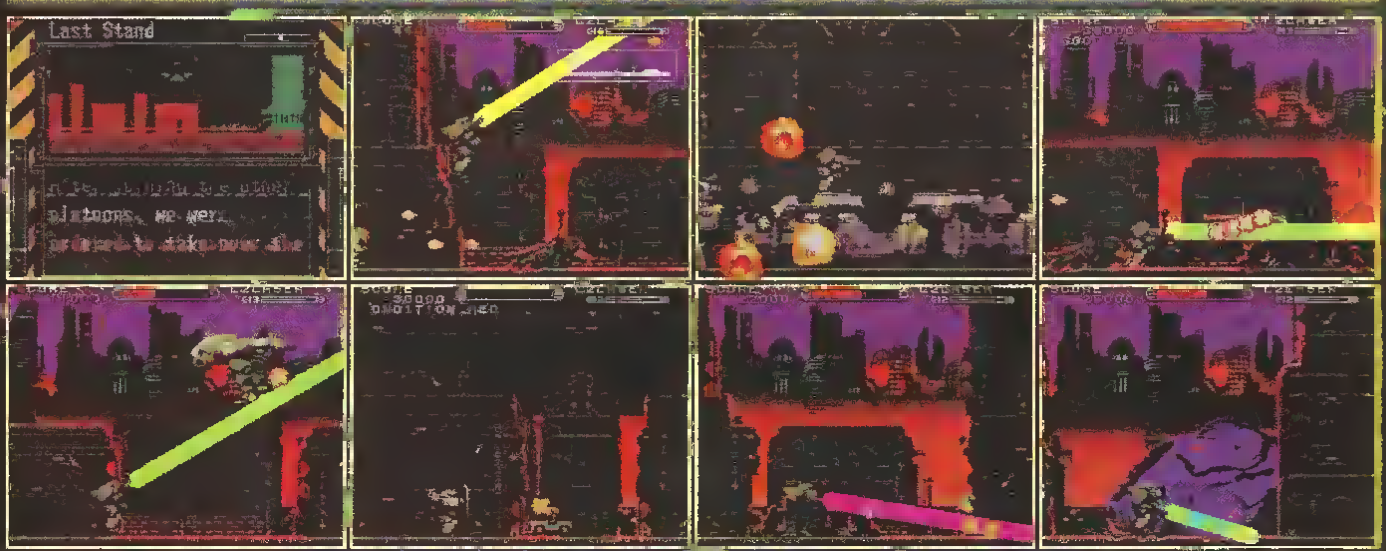
SHOOT THESE ENEMIES FROM BELOW FOR EXTRA POWER UPS. THEN TAKE OUT THE ENGINES.




THE STRATEGY SHOWN ON THE TOP ROW IS THE ONLY WAY TO SUCCESS. THEN IT'S ON TO THE CAVES.



FIND YOUR WAY OUT OF THE CAVES, THEN TAKE OUT THE ANTI-AIRCRAFT GUNS.




TAKE YOUR TIME WALKING THROUGH THE CITY — USE THE SHIELDS.

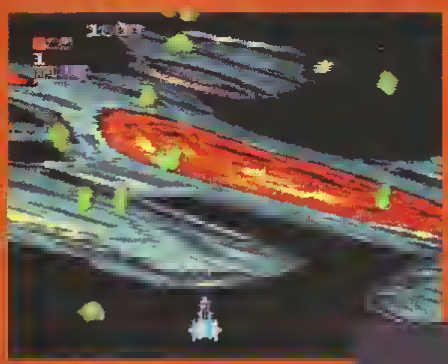


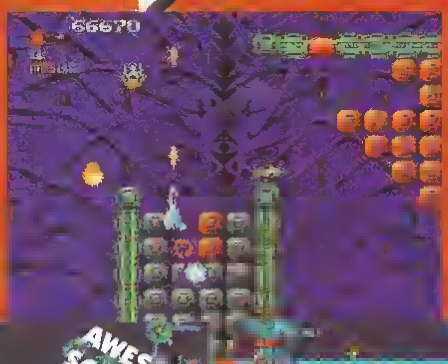
challenge and a lot of diversity. You must play each level differently, sometimes flying, sometimes sliding, or combos of both. Whatever you do, learn to use your shield well. It will save you countless continues.

I don't want to go much more into detail than that. Cybernator is a game you should experience for yourself, but I can tell you one thing for sure. Once you pick it up, you won't want to put it down.

# SPACE MEGAFORCE

TOHO
SHOOTER
1 PLAYER
8 MEG
AVAIL. NOW
























Space Megaforce is the latest in the growing line up of shooters for the SNES. Although it does combine certain aspects found in other shooters, Space Megaforce is in a class all its own. Designed to tax the SNES to its limits, every level has some sort of graphic special effect. In one level you'll find the boss stretches and ripples like liquid, and in another, you find yourself fighting against a rotating space station which is constantly scaling in and out of the background. What also makes this game stand out is the sheer number of weapons available for your ship. You can choose from eight different items ranging from homers to lasers, and each weapon can be leveled up to six times. You can also adjust the formation of your weapons to protect yourself from all sides.

This game really shines in all aspects, the levels are long and get increasingly difficult, and every boss uses the full extent of the SNES mode 7 capabilities. All this plus a great sound track make Space Megaforce one of the top five shooters available for the SNES, I highly recommend it.





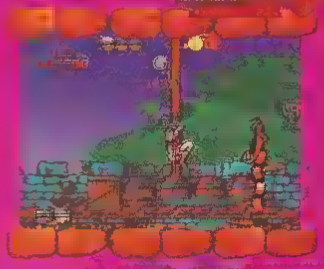




SPACE MEGAFORCE™ is a trademark of TOHO CO., LTD. ©1992 TOHO CO., LTD. ©1992 D/COMPILE

DATA EAST
ACTION
1 PLAYER
8 MEG
AVAIL NOW

# DRAGON'S LAIR



Dragon's Lair has finally made its way to 16 bit in a totally new action/adventure. In this version which is loosely based on its laser disk counterpart, you control Dirk the Daring the somewhat clumsy but valiant knight on the quest to rescue the beautiful princess Daphne who's been kidnapped by the evil dragon Singue.

Being a big fan of the coin op, I've been eagerly awaiting a home version that I could really get into and I am most pleased to say that Date East didn't let me down. In this new action version you control the noble Dirk as he runs, jumps, ducks, throws weapons, and wields a sword, and every time you come in contact with an enemy you will let out a frightful scream. The sound effects in this game are very well done. Each character has its own special shriek as you hack them into eternity. The graphics in Dragon's Lair are primo with dazzling colors and effects such as misty fog and splashes of thunder and lighting. Each level is littered with special items which Dirk must break open and collect. You can advance to the next level by finding the exit or you can stick around and collect items to enter the bonus round. At first you may find the control a little difficult, but once you get Dirk dialed in it becomes second nature. Overall Dragon's Lair is an exceptional action platform game you shouldn't pass up.



SLASH THIS FOOL BEFORE HE ZAPS YOU



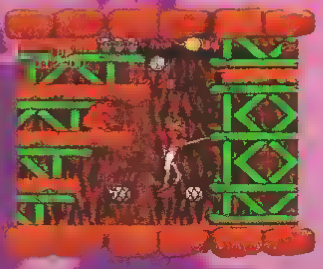
THAT SMELLS!!!

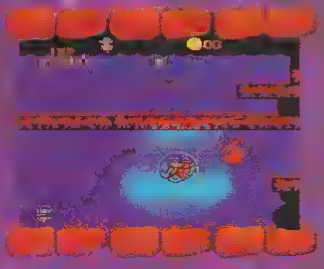


SLASHING IN THE DARKNESS



DON'T LET THIS BLOODSUCKER






# Equinox

SONY
ACTION/RPG
1 PLAYER
8 MEG
AVAIL. JAN.



Equinox has to be one of the most involving and challenging games ever to come out for the SNES. Over two years in the making, this game delivers everything action/adventure gamers desire. In this game you control a novice magician who's father has been kidnapped and is being held captive by an evil witch. You must journey through different lands and traverse over 450 rooms comprised of over 8 underground levels to rescue your father. All the features this game has to offer are extraordinary. The underground levels are viewed in a three quarter 3D perspective and outside everything is done in mode seven. By



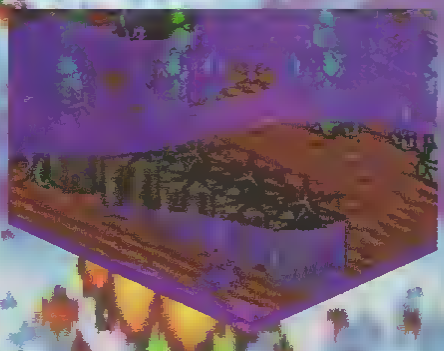
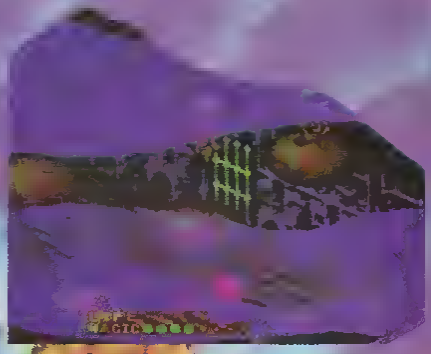

pressing the top left and right buttons you can rotate the ground at any time. This effect is so amazing, you'll have to see it to believe it. The sound is equally impressive as the masterminds at Sony have combined a unique mix of music and sound effects to create eerie atmosphere including dripping water, heartbeats, creaking ropes, and clocks chiming somewhere off in the distance.

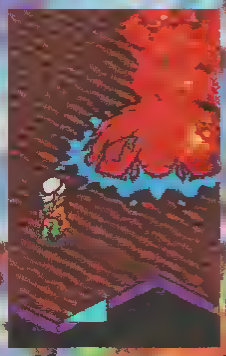
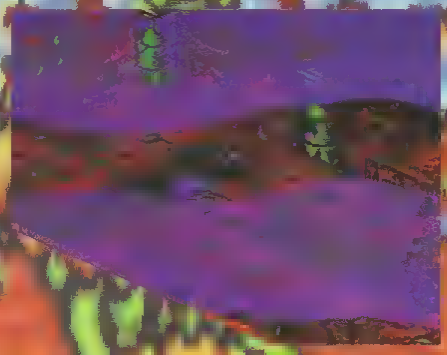
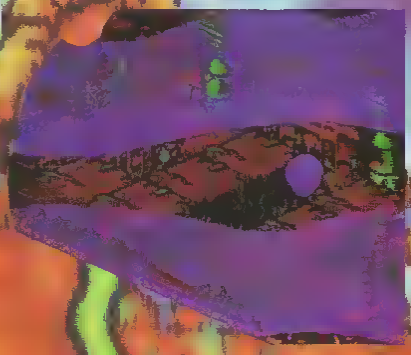
If you think you'll be able to finish this game



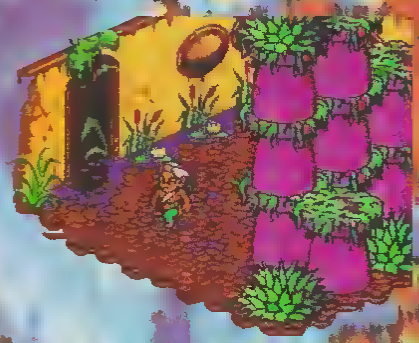
able to finish this game quickly, think again. Some of the puzzles in the rooms are obvious to figure out, while others will have you totally perplexed for hours on end. A helpful tip: Be sure to feel your way against the outer walls as there are many hidden rooms filled with usefull items. No need to worry about passwords, this game has a built in battery backup.

Equinox/Solstice 2 offers plenty of non-stop game play and is an absolute must for all gamers and comes with a big Bud D. seal of approval. I loved it!

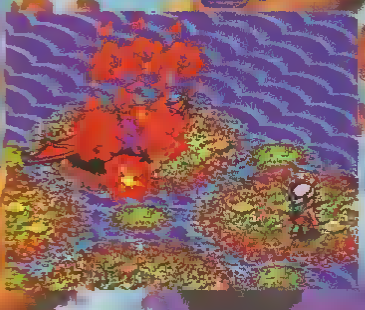




Some of the most complex puzzles in the game are found in this fog filled level. If your energy gets low you can exit the level and fight an enemy for more energy. When you finally confront the boss, stay close to a certain corner and you may find a safe spot in which, with a little patience, you can defeat him with minimal loss of energy.







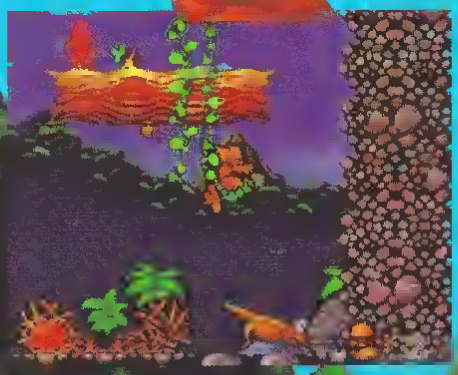


This level is quite a depature from the previous tour. You're in for a lot of surprises. You must walk carefully and take your time, thinking every step of the way. There are slippery paths and hidden doors everywhere. Remember not to stop to smell the flowers ... they can hurt you!

# CHUCK ROCK

SONY
ACTION
1 PLAYER
8 MEG
AVAIL NOW





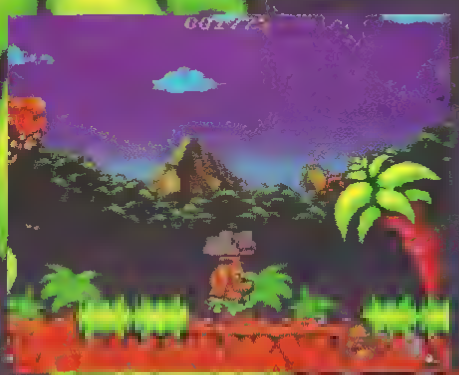


"Unga Bunga, Chuck Rock coming to your Super NES. New game even better with more colors, more scrolls, new music!"

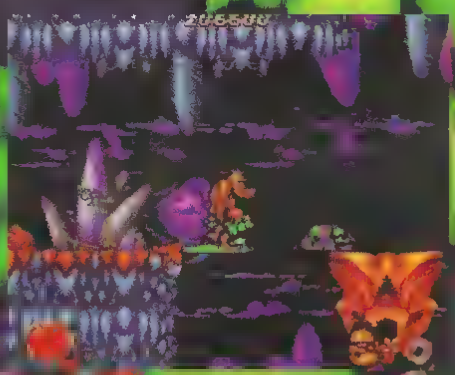
"Game good! Pick up rock and smash! Boing with fat belly. Me fight many creatures on land, sea, and in air. Make me not die! You have no continues. Me stay dead you go back to start!" ... Okay Chuck, we got it!

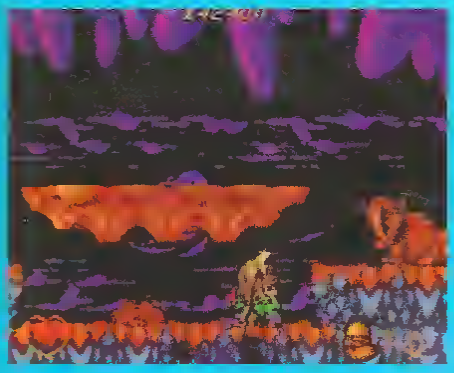


The ultimate caveman romp finally finds its way to Nintendo thanks to Sony Imagesoft. Usually when a company ports over a game from PC or another system, they keep it the same, not taking the time to improve it especially if it's already successful. Not this time. Sony makes a great game even better with better backgrounds, more animation, more colors, and a new soundtrack.



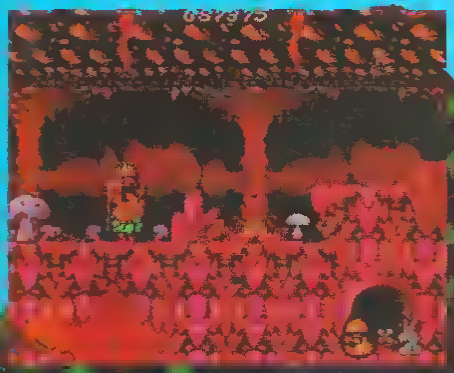
















As Chuck Rock you must protect yourself from flying rocks, prehistoric beasts, ice, and lava as you travel across treacherous lands to save your abducted cave babe. This is a great game! Chuck must pick up and place rocks in strategic places to make it through the level, adding challenge to the normal action format. Add to that great enemy characters and cool prehistoric bosses and you've got one great belly bompin' action game. Chuck Rock comes highly recommended ... "Unga Bunga" ... shut up Chuck! ... "Burp"







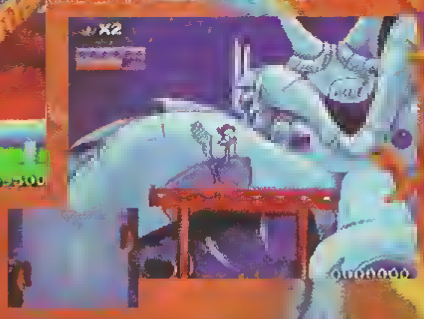
SUNSOFT
ACTION
1 PLAYER
8 MEG
AVAIL. DEC.

# ROAD RUNNER'S Death Valley Rally

Just one year ago, you'd have never dreamed of controlling a cartoon copy of everyone's favorite Looney Tune complete with sight gags and sound effects right out of the cartoon. Well now you can if you pick up a copy of Death Valley Rally, Sunsoft's new action cartoon game for the SNES where you control that famous rocket bird, the Road Runner. Meep Meep! Judging by what we saw while visiting Sunsoft, this game looks great, but since we didn't get the chance to really sink our mits into it, we really can't write a review. What we can say is that the graphics and sound effects are first rate, and Sunsoft is known for its high quality games. Look for a full review in a future issue.










## SUNSOFT

On a recent road trip, Brody hopped on his Ninja, traversing endless traffic jams, to check out these hot new games from Sunsoft.



# Firepower 2000

SUNSOFT
SHOOTER
2 PLAYER
8 MEG
AVAIL. DEC.



In Sunsoft's new shooter Firepower 2000, you and a friend each assume separate roles. One driving a jeep (beep beep) and the other piloting an attack chopper, creating a new experience in shooting action. The graphics are some of the best we've seen on the SNES with no slow down or flick anywhere, even when a major adversary lurks in your path. The jeep seems to be the vehicle of choice as you'll pass under bridges, jump pools of [illegible] and even zip across water! Firepower 2000 shows that done correctly, shooters can still offer fun and challenge to even the most experienced gamers. Look for a full review in our next issue.

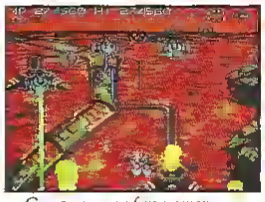



# For a game with so many brilliant colors, it also looks good in black and white.

**Axelay could be the hottest shooter ever made!**

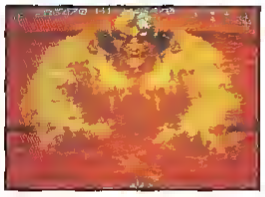
Electronic Gaming Monthly

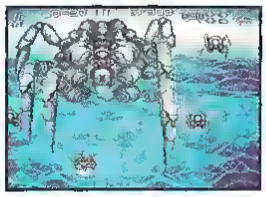
They said it all! Other shooter games may claim they're the best. But Axelay reveals its true colors on the high speed, Super NES® ride of your life through untold eons of spectrum shattering special 3-D effects.



*Gauge enemy fire power and attack patterns or you'll be cosmic dust*

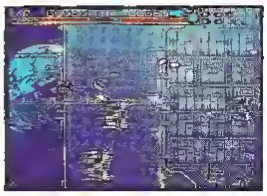
Scream through the stratosphere horizontally or tear up the extraterrestrials in head-on vertical style. You're flying the prototype tactical fighter ship, Axelay, with the most sophisticated weaponry ever invented, like the deadly Round Vulcan with its full 360° range.

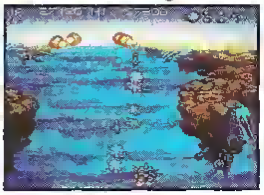




*Axelay's arsenal is pumped and primed for confronting the huge intimidating honchos at the end of each stage*

In 6 shocking stages of horrific floating fortresses, multi-legged mobile forts, robot cities, volcanos and the City of Darkness you may be tempted to stop and see the sights. Not a good idea, even for a glance, unless you want an asteroid up your nose. Just see for yourself what the critics are raving about.








**KONAMI®**

Konami Game Hint and Tip Line:
1-900-896-HINT(4468).

70¢ per minute charge
Minors must have permission before calling.
Touchtone phone required.

Konami® is a registered trademark of Konami Co., Ltd. Axelay™ is a trademark of Konami, Inc. NINTENDO®, SUPER NINTENDO ENTERTAINMENT SYSTEM®, AND SUPER NES™ ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1992 Konami. All Rights Reserved.

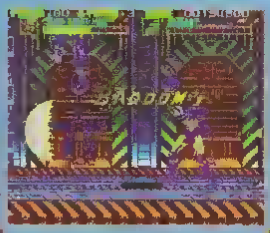

SONIC BLAST MAN
TAITO
ACTION/FIGHTING
1 PLAYER
8 MEG
AVAIL NOW
POW
SMASH





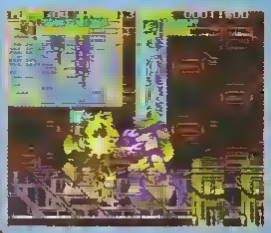


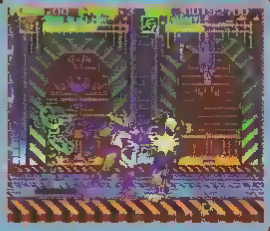




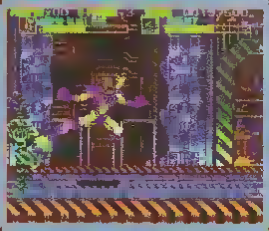




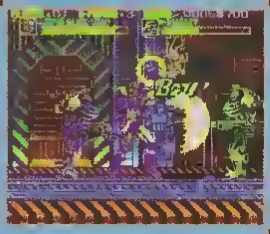




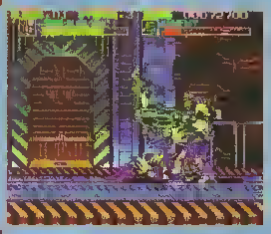


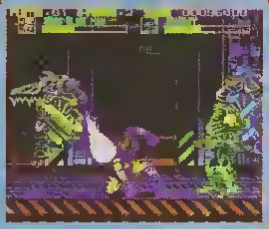




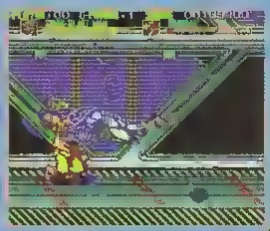


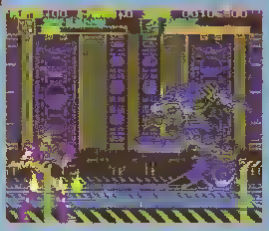


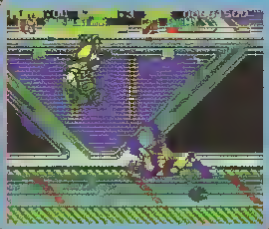


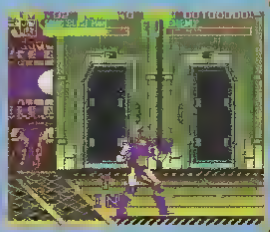


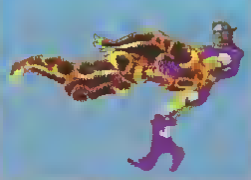


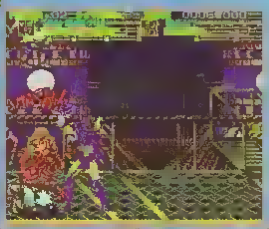


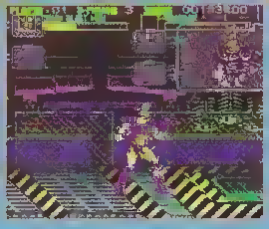




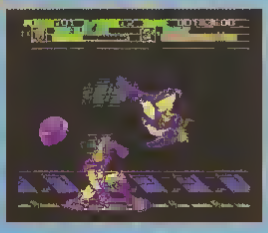








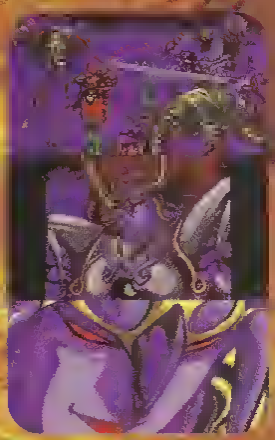


Sonic Blastman jumps right out of Japan's arcades and into your Super NES. Known only as Sony Brand he works as a programmer by day along with his manager/girlfriend Mary Cooper. Not even she knows his hidden secret ... he's Sonic Blastman from the planet Sonic, sent to earth to fight evil doers! (In other words this is Japan's Superman!) What sets Sonic Blastman aside from all the other standard punch and kick games is an assortment of great moves, some nice special FX's, and the unique characters throughout the game. The graphics are excellent as is the control. There is a little slow down but only when the screen is filled with enemies. Otherwise SB is glitch free, and the music is reminiscent of Final Fight. Overall if you're a fighting game fan I would definitely recommended SB. It's a standout game in its field.

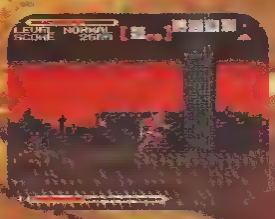
# SUPER VALIS IV

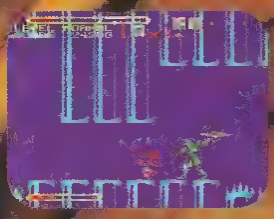
ATLUS
ACTION
1 PLAYER
8 MEG
AVAIL. NOW





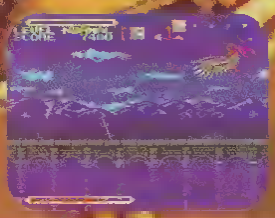
Super Valis starts out with some excellent graphics and a great soundtrack. We played through the first 2 levels thinking this seemed to be an all right game! However, from there on things seemed to go downhill. In an attempt to make things harder, the programmers threw in enemies that kill you in stupid ways. Even if you are a highly skilled player you will die repeatedly. That's the key word, repeat. You will have to play a level over and over to pass it, and the worst part is that if you die anywhere in the level, even at the boss, you have to go all the way back to the start of the level. Also missing are the trademark Valis slide and double jump. Buy it for the soundtrack.

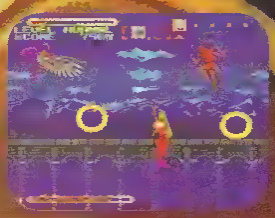












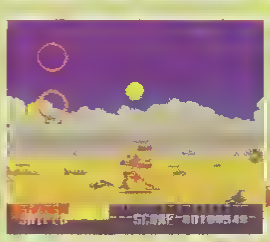


# XZONE

KEMCO
SPR. SCOPE
1 PLAYER
4 MEG
AVAIL. NOV./DEC.



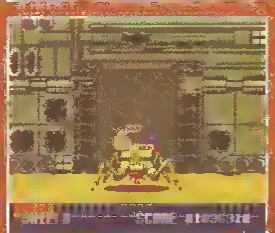
















Scope. Xzone is the first Super Scope game to make extensive use of mode spiraling down closer and closer to an enemy base blasting ning missiles and unwanted airborne companions. You're then nto a side scrolling mode with endless hordes of hostile droids trying to end your precarius existance. After blasting your way through this section you're faced with a monsterously bosses and thrust into a first-person 3D screamer that'll have you pausing to catch your breath. The game control is superior to previous SS titles due to the permanent on-screen curser, so you're not stuck looking through the ill-designed scope sparing you a visit to the chiroprator. Not having to calibrate the scope every time you plug in the game is another big plus. Xzone is the game Super Scope owners have been waiting for!

# Power Athlete

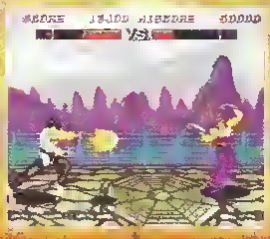
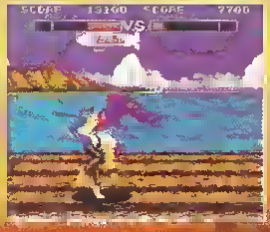


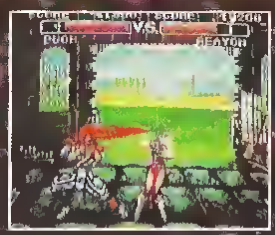



KANEKO
FIGHTING
2 PLAYER
8 MEG
AVAIL. NOV.



As you know by now (unless you live in a cave), fighting games are all the rage. Power Athlete (known in the U.S. as Deadly Moves) comes to both the Super NES and the Genesis this Chirstmas. We've been watching the progress of this game for some time and it looks like it's going to be a big winner, incoporating Street Fighter 2 style gameplay with a new cast of characters. Both character animation and backgrounds are looking good. Even though there's a lot of fighting games coming out, there's always room for more (if they're good). Just look at all the shooters you've got. Look for a full review in the next issue. (We grabbed these shots from a video, so they may be a little low-res, but you get the picture.)



# Fatal Fury

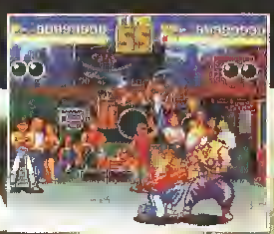


TAKARA
FIGHTING
2 PLAYER
12 MEG
AVAIL NOV. JAPAN



Terry and Andy Bogard, along with Joo Higashi leap out of the Neo Geo and into the Super NES this Christmas. If you've never played Fatal Fury let me just tell you this one comes closer to Street Fighter 2 in fun and playability than any other so far. The Super NES version features player vs. player option and allows you to be the bosses. Judging from these screens, Takara has done a great job on the translation. If the animation and sound are even close to the Neo Geo, we've got a winner for sure. Look for a full review in next month's fighting special!





# SUPER NINTENDO PREVIEWS





One of the most impressive new driving games present at the show was King of Rally, Where you control a 4 wheel drive vehicle moving in all directions in mode 7.



Enix's new epic RPG Elnard will be one of the first games to use the new FX chip.

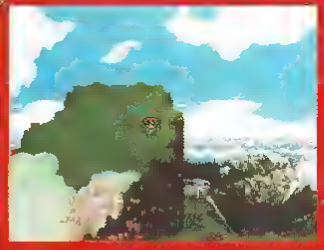


Irem's finest arcade translation Gunforce is starting to take shape. Look for more on Gunforce in our next issue.






Nintendo's 4 player tap will will be a great new peripheral if the third parties support it.





December 6th Japanese gamers will line up to take place in the latest installment of Final Fantasy. This all new 16meg quest should be one of the best RPG's ever created. Full coverage coming soon.

## Japan Show '92

Recently our international editor Kei Kuboki battled the heat and crowds just to get you these shots from the Famicom show in Japan. See anything you like?



BATTLE TOADS



SWORD MANIAC



XOPERENS COLOMBUS



RUSHING BEAT RAN



SD BATTLE SOCCER



RAMNA 1/2 PART 2



OGRE BATTLE



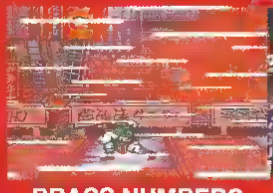
NAXAT PINBALL



FIST OF THE NORTH STAR 6




46,000,000,000 YEAR STORY



BRASS NUMBERS



BATMAN RETURNS



20/20 BASEBALL



TOMORROW'S JOE

TOHO CO., LTD.

SUPER NINTENDO ENTERTAINMENT SYSTEM

# SPACE MEGAFORCE™

SPACE MEGAFORCE™ TAKES OFF ON A MISSION AIMED AT SEIZING AIR POWER ACROSS THE UNIVERSE!



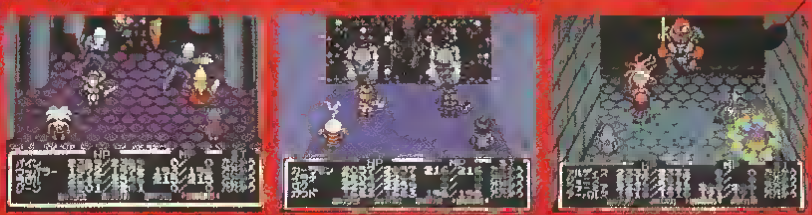
Official Nintendo Seal of Quality

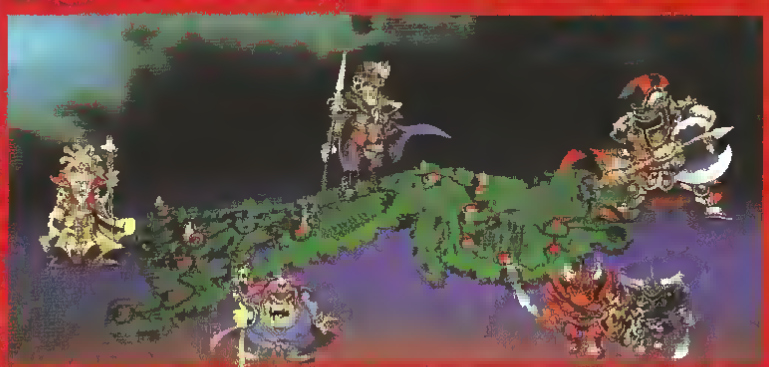
Nintendo

LICENSED BY NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

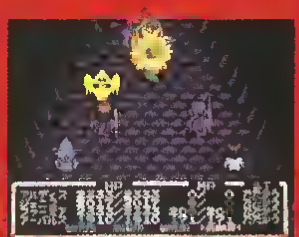
SPACE MEGAFORCE™ is a trademark of TOHO CO., LTD. ©1991 TOHO CO., LTD.

# ELFARIA





Recently the Game Fan staff traveled to Japan for the big Nintendo show. There were tons of incredible new RPG's to choose from, but Elfaria stood out as our favorite for the SF with the best RPG fight scenes we've ever seen and great detail in the overhead scenes. Coming in January from Hudson.

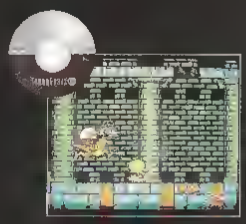




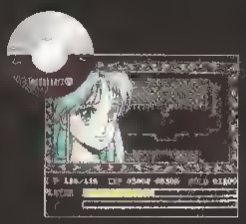
Gate of Thunder



Bonk's Adventure



Bonk's Revenge



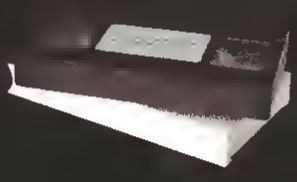
Y's I and Y's II

# Get serious. Get Turbo Duo.




If you're done playing with toys, we'll send you a free 20 minute video of the new Turbo Duo and our software line-up (while supplies last). Just send your name, address, age, sex and tell us which game system you use now to:

Free Video Give-Away
Turbo Technologies, Incorporated
6701 Center Drive West
Suite 500
Los Angeles, CA
90045.



## UP-COMING



Shadow of the Beast



Shape Shifter



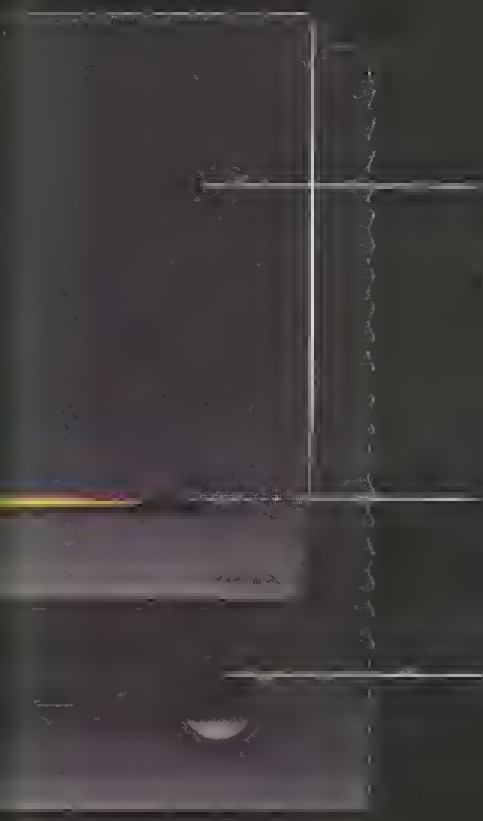
Loom

Available through Sears Catalogue. To order, call



Bundled Software

Top View

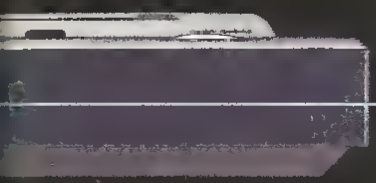


CD-Rom Drive

CD View Window

CD Release Button

Front View



Player Port w/
5 player compatibility

TurboChip Drive

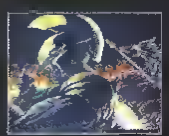
RELEASES



Prince of Persia



Forgotten Worlds



Dragon Slayer

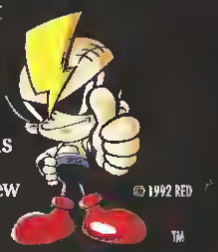
Sears' 24-hour toll free number, 1-800-366-3000



The new Turbo Duo is definitely no toy. It's the most sophisticated multi-media video entertainment system ever developed. It has more memory and faster loading times. So the graphics and sound are like nothing you've ever seen or heard before.

With the Turbo Duo, you can play all your TurboChip, CD and Super CD games. Hook it up to your stereo and listen to your favorite music CD's, or play the new CD+G's. Or hook it to your personal computer and use it as a CD-ROM drive (interface adapter available 1993).

What's even more cool than what the new Turbo Duo can do is what you get with it. Each system comes with two free CD's loaded with awesome games. You get Gate of Thunder, Y's I & II, Bonk's Adventure and Bonk's Revenge. Plus, a great TurboChip game.




To help you become a serious player, you also get the all new TurboForce magazine filled with the latest CD information, ratings and clues. And to help expand your library, you get ten $5 coupons good towards any TurboChip, CD game or accessory you buy.

All together, one look at the new Turbo Duo and you'll want to give your old system to your little sister.



TTi™

Turbo Technologies, Inc.

Championship Joystick

# Finally! An Arcade JoyStick For Your Super NES-!




## For Those Who Know How To Push The Right Buttons.

Experience the excitement of the Street Fighter II™ arcade game...at home! There is no other controller on the market which offers true arcade playing action, with the size, feel and durability of the Championship Joystick.

So, while others may claim that their controllers are "Arcade Quality", only C&L Controls delivers true arcade action for your Super NES™.

### Special Features Include:

- Cycolac 1000 (ABS Plastic) Construction
- True Arcade Joystick & Buttons
- An 8 Foot Controller Cable
- Total Compatability with ALL Super NES™ Games

**Championship Joystick**
C&L Controls
Manufactured by KBM in the USA.

For Technical Information call
1-205-650-0038

**To Order Call: 1-800-264-8728**
**24 Hours A Day!**

Dealer and Distriution Inquires are welcome

Nintendo and Super Nintendo Entertainment Systems are trademarks of Nintendo of America, Inc.

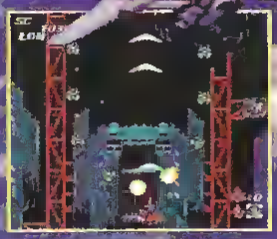
Street Fighter II is a Registered Trademark of Capcom

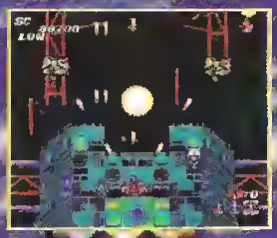
# TURBO TOONS

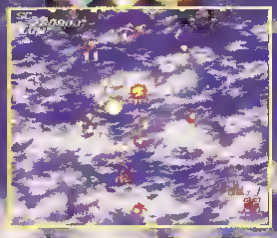
The Turbo Duo is here so you can be sure that our Turbo Toons section will be growing at a steady pace from here on out as we plan to review every game that we can get our hands on, and next month stay tuned for our new "PC Engine Express" sector including reviews on Darius 2 and Gradius 2 on Super CD.

## SOLDIER BLADE

HUDSON
SHOOTER
1 PLAYER
4 MEG
AVAIL NOW

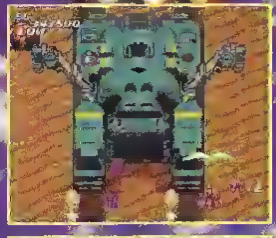






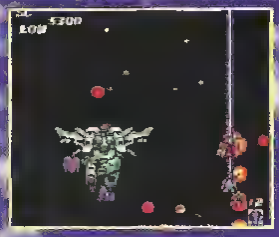


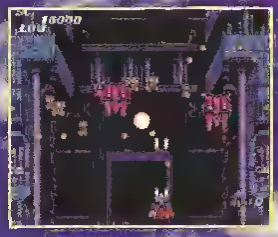


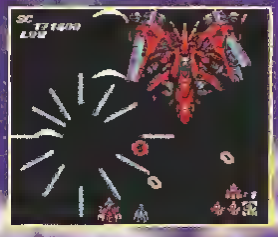


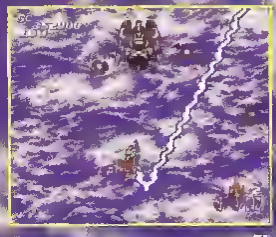
Part 3 in the series, Soldier Blade is another high quality 4 meg HuCard shooter, one of the few card games left to get this much attention since the focus has shifted to CD ROM development. This is due to the popularity of its predecessors in Japan, Super Star Soldier and Final Soldier. The graphics, music, and speed are slick and well presented as the screen is almost constantly loaded with multiple alien ships and big scrolling landscapes. For an 8 bitter this one really pumps, so if you're a fan of overhead shooters this one's worth the trip outdoors to your local video game dealer. You won't find many better in the Turbo lineup.







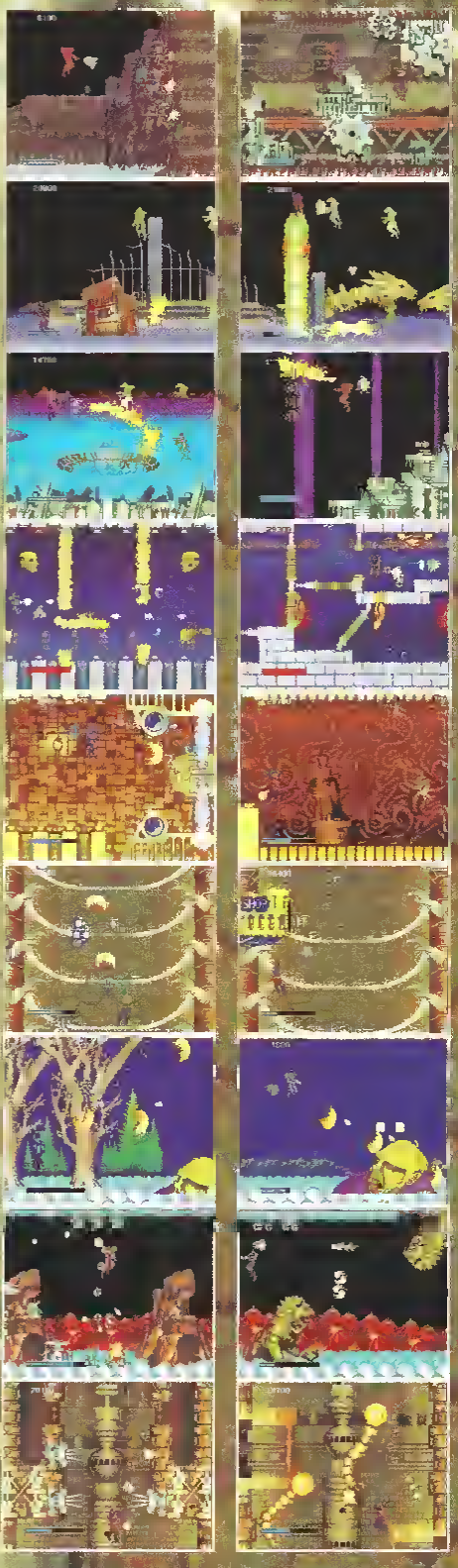


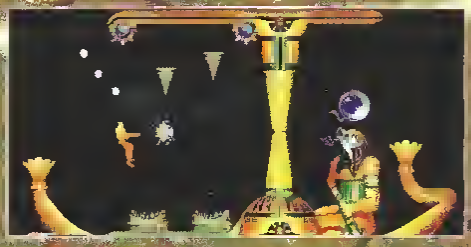




# FORGOTTEN WORLDS

TTI SHOOTER SUPER CD AVAIL NOW

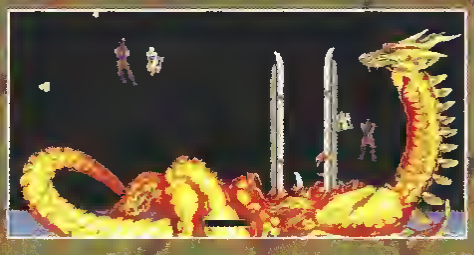




Forgotten Worlds by Capcom is one of the coolest 2 player shooters ever to grace an arcade screen, but for some reason home systems haven't been able to duplicate the arcade game successfully. The Genesis version came close but forgot 2 of the original levels. When I heard it was coming to Super CD I thought we'd finally get the real thing due to the extra RAM and vast memory.



However, what we've got here is missing even more, most importantly the 2 player feature is gone ... bummer! Another let-down is the lack of a scroll and the bothersome flicker. What's good about this version is the music (I would hope so, it's a CD), and all the levels are here, but c'mon guys, this is Super CD, look at Gate of Thunder. I guess if you've never played the Sega or arcade version you may think this is a decent shooter, but in my book it falls way short. I wouldn't let this discourage you though, we know the Duo is capable of great things.



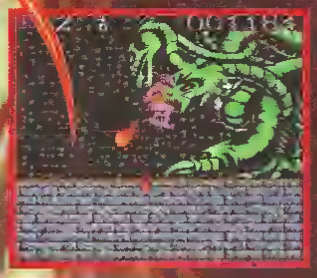
# SHADOW OF THE BEAST

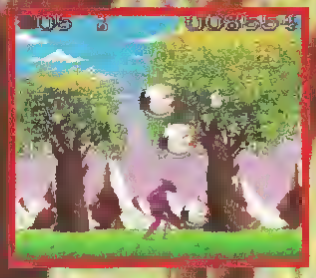
TTI
ACTION/ADV.
1 PLAYER
SUPER CD
AVAIL. NOW











PC and Genesis owners will be familiar with this already classic Psygnosis title which has made its way to CD ROM via the TurboDuo.

In this action/adventure game you control a tormented beast whose humanity was stolen away by the evil Beast Lord. Battle your way through hordes of enemies using your wits and skill to survive until the final confrontation where you must fight to gain back your human form.

Shadow of the Beast is a game that's been released on many formats from the Amiga to the Lynx including a 16 bit version coming soon. What this game has to offer is excellent playability, control and some of the most beautiful graphics around. Although you'll find that by pressing the select button a sub screen an options menu will appear allowing you to change various things plus select, plus an option to load and save your game. The only thing this game is missing is the ability to continue from the underground levels.

All in all I recommend checking out Shadow of the Beast with its outstanding graphics, multi-layered scrolling and atmospheric music.



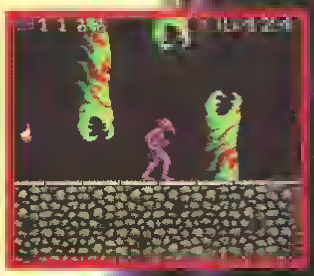








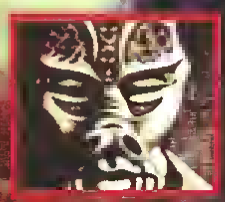














# AIR ZONK

HUDSON
SHOOTER
1 PLAYER
4 MEG
AVAIL NOW





Loaded with layers of scrolls, lots of colors, incredible cartoon enemies, and the best power ups a shooter ever had, Air Zonk flies into Treez everywhere (if you've got a TG-16). The files in and you don't have a Turbo you better have a fly swatter. The only way you're going to get me out of bed to play a shooter is with some kick-ass features, and Air Zonk delivers just that. If it wasn't cool enough with its rock-bustin' action, this ol' tant relative is a cyborg who can morph wi of whacked freaks that'll

ting the pause button constantly. So how did all this happen? Set deep in the future the Evil King drool sets out to create the ultimate warrior to carry out his plans for global domination. He decides to use a relative of the mighty legend Bonk by turning him into an evil cyborg to be known as Zonk. However, once transformed, the good shines through Zonk, and now together with his friends, he is bent on revenge, vowing to destroy his evil creator and return peace to the galaxy once and for all. This story sets up the great ending you'll see when you complete all the levels and confront the minions of King drool himself. Air Zonk is a great shooter and the best Turbo game I've ever played. At the onset of each zone you'll choose from eight of your





















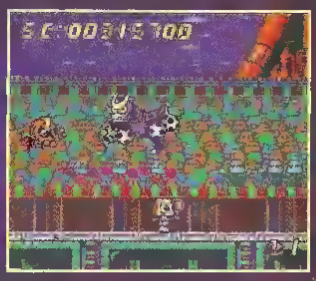


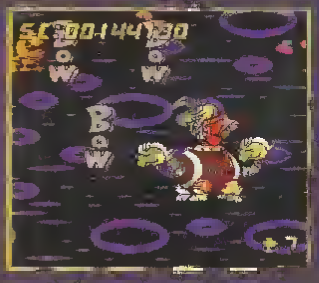








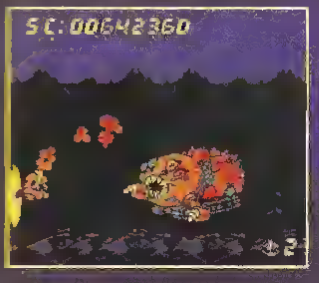
























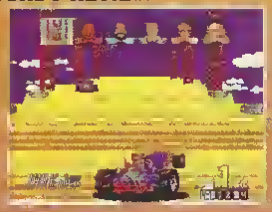









to assist you on that level. When you grab the first Zonk icon that friend will join you fighting by your side. Grab the second one and Zonk and his friend morph for an effect you won't believe (what a great idea this would be for a Zonk action game). There are eight friends to choose from including Spike Ree, Power Dump, Bubblician, Scud, "Bob", Ripp, Mumbles, Astra, MooMoo, and Tojo, each transforming Zonk into a crazy new creature with all new weapons and power ups. Air Zonk is also loaded with huge cartoony bosses and great music. Even the option screen is whacked out offering Sweet, Spicy, or Bitter mode. Air Zonk is the kind of game the Turbo needs to stay competitive. It's worth buying the system just to own this game if you are a big shooter fan like I am. So if you're looking to blast into a great shooter with good lasting power, don't miss Air Zonk. I highly recommend it.



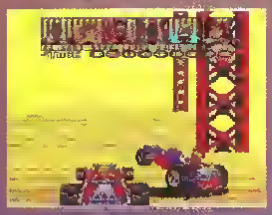
# POWER DRIFT

ASMIK
RACING
1 PLAYER
4 MEG
AVAIL NOW JAPAN



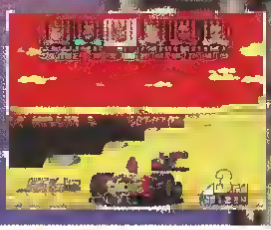
By far the best driving game for the PC Engine. Powerdrift is done incredibly well for a 4 meg game, with good voice, lots of color, and excellent playability. Powerdrift's been out a while and may be hard to find, but if you're one of the few who's held on to your PC Engine or Turbo it's a must have! Check out Powerdrift!



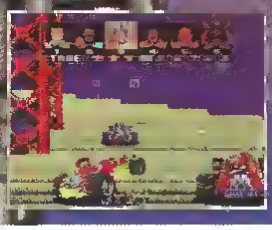


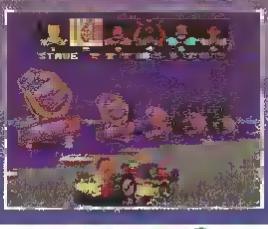










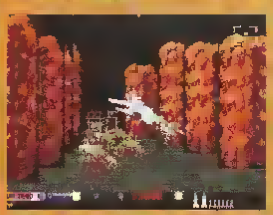


## PARALLAXS

Here's just a few of the great games we'll be bringing you next month in Turbo Tunes.

They've finally decided to bring Spriggan out. Even though this is a steamy shooter there's already a steamier sequel gracing CD's in Japan....



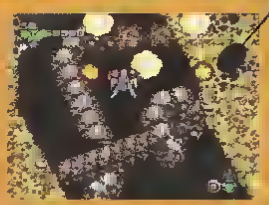


Did you know that AfterBurner was available for the PC Engine? Not only that but it's pretty good too! Chack it out next month.

Zero Wing comes to the Super CD. How is it? We'll let you know next month with all the usual splendor.

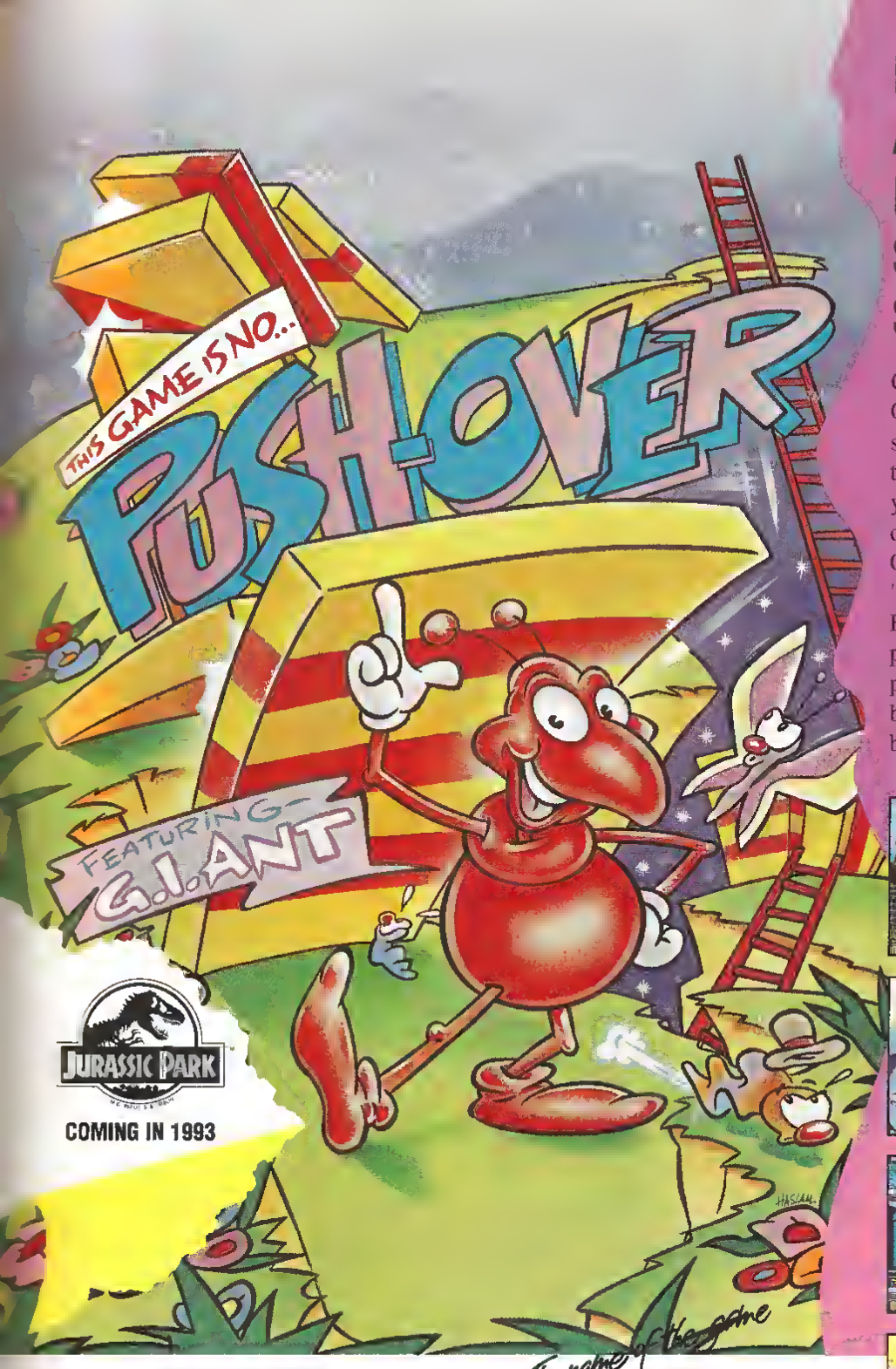


So being the awesome guys that we are, we're bringing you both part one and two in next month's issue... Two great shooters for the price of one.



Look for a full review on Bonanzs Bros. in next month's GameFan. Not only la it loads of fun, but it's one of the few action games around for the Super CD (they love shootera you know) and it's two players!

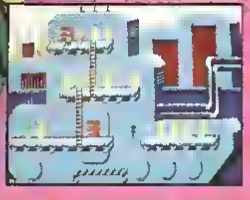





# FOR THE AMIGA, IBM PC, AND SUPER NES SYSTEM

Challenge yourself to Push-Over, a game where quick strategy and cunning are of the essence. As G. I. Ant, you must place each domino carefully in a row. Get 'em ready and set up to "push over." But beware! Each domino is programmed with special powers and abilities. Don't be a Push-Over and let this backfire on you!









Top two screens shown above are from the IBM PC version of the game. Bottom two screens shown are from the Super NES version of the game

JURASSIC PARK

COMING IN 1993

The name of the game

ocean

**Ocean of America, Inc.**
1855 O'Toole Avenue
Suite D-102
San Jose, CA 95131

Official Nintendo Seal of Quality

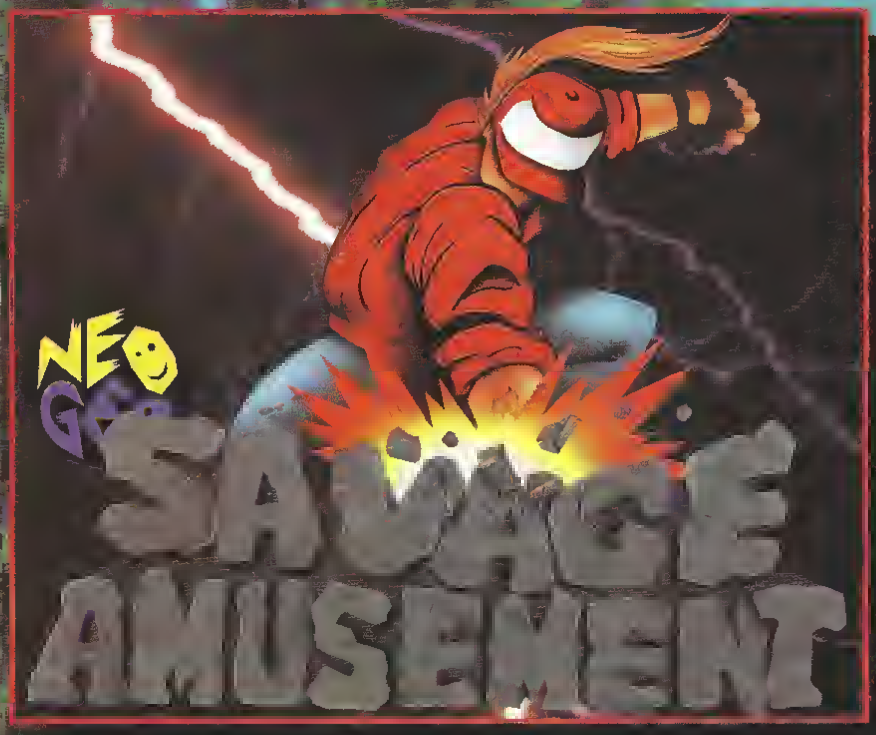
SUPER NINTENDO

Nintendo, Super Nintendo Entertainment System, and the official seal are registered trademarks of Nintendo of America, Inc. Game program © 1992 Red Rat Software-Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited

# VIEWPOINT

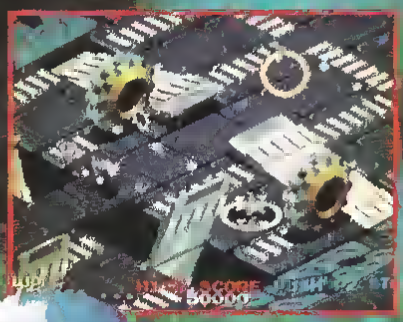
AMERICAN SAMMY
SHOOTER
2 PLAYER
75 MEG
AVAIL NOV.

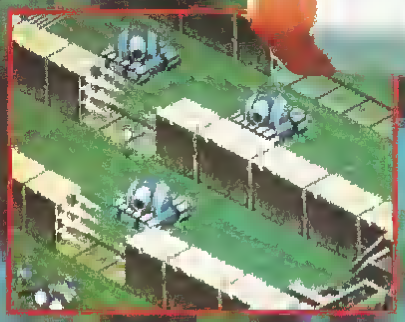





So you think you've seen everything the Neo Geo can do? Well you haven't. American Sammy has a major surprise for those long enough to own a Neo Geo. Viewpoint blasts onto the stage and plays like a 32 bit game with awesome polygons and smooth animations. Every enemy on the screen is highly detailed and unique to the game at Gameplay-wise, Viewpoint is one of the top five arcade shooters of the year and some feel it is shooter of the year. Either way, whether you like shooters or not, you will love Viewpoint.















# SOCCER BRAWL

SNK
SPORTS
2 PLAYER
46 MEG
AVAIL NOW









If you're looking for a sports game on the Geo with lasting power, look no further! Soccer Brawl is a gas (especially with two players)! The action is fast and furious and the gameplay is totally addicting.

In the tradition of 20/20 baseball, this is no normal soccer game. All the players are cyborgs with one headmaster on each team who packs a powerful special kick that can mow down everyone in its path. Even though the sound and graphics are arcade quality, where Soccer Brawl really shines is in the addicting gameplay. When your opponent has the ball you can power up your arm and blast him, turning him into a smoking mess. The ability to shoot really makes soccer fun. The music, voice, and sound FX are also first rate. Other than that all I can say is if you own a Neo Geo and you passed it by, pick up Soccer Brawl and experience for yourself.



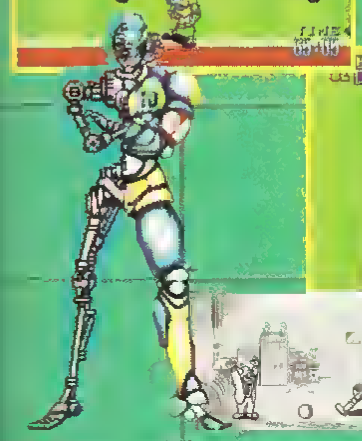


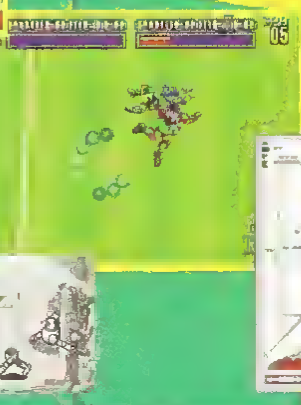


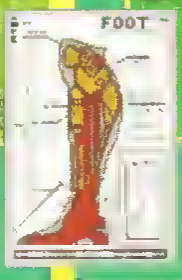


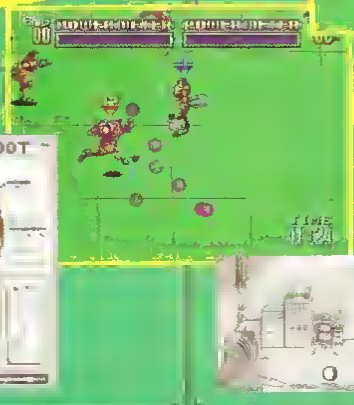










# WORLD HEROES



ALPHA DOKOH!
FIGHTING
2 PLAYER
82 MEG
AVAIL NOW





















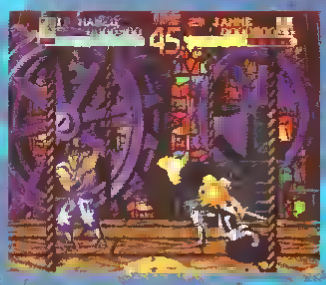


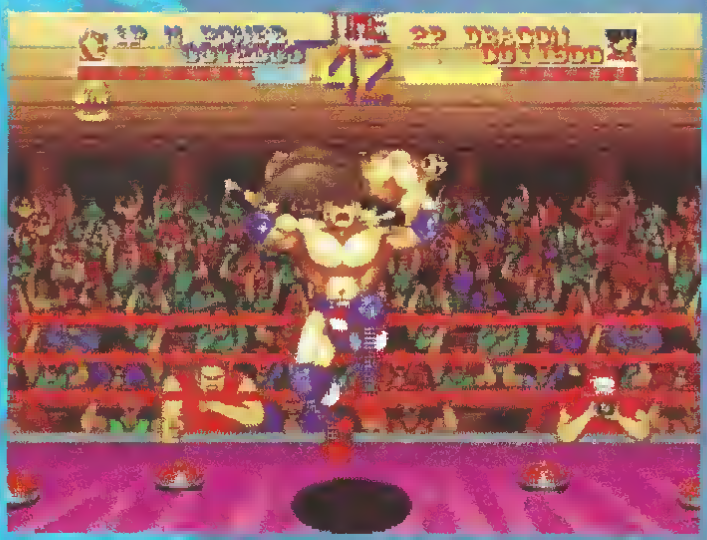






Recently I've read where a lot of people have called this a SF2 ripoff. I think they are sadly mistaken. The only similarity I see is that there's one guy on each side ready to fight to the death other than that WH is pretty unique. All the characters are new and different and the strategy to win is quite different than Street Fighter. I say Alpha



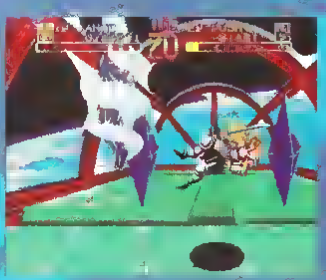



Denshi has made one kick-butt fighting game and that seems to be what the people want.

For now these two pages will give you a good idea of what WH is all about, but for the real in-depth look, tune into next issue's fight special where all the top games will be dissected by some of the best players in the world. See you then!





# COMBAT ACTION WITH A NEW SPIN

# BLACKHOLE
## A S S A U L T

Get ready for the inter-galactic battle of the 21st Century. Mather Earth is on the verge of extinction. Overpapulation and mass urbanization have created a shortage of vital raw materials. You've been cammissianed ta pilot aur planet's most devastating —C.A.M.: Cybernetic morphic Machine—and duel ity Akirovs for their ources.

1 OR 2 PLAYERS AT ONCE



e an alien warbot on the solate ra of Rhea



Challenge a fellow C.A.M.–rad on Satellite Phobos



Kickin' CD animation makes all the action come alive

- First cambat/actian CD game an the market
- High-intensity, phato-realistic CD graphics
- Pumpin' soundtrack
- Fuse-poppin' cambat actian.
- 1- and 2-player gaming selectians
- 8lock-bustin' 8-player "Taurnament" and "League" play
- 10 stellar battlegraund scenarias
- 8 rude war machines each with its awn hat hardware




Bignet U.S.A. Inc.

Black Hole Assault™ and ©1992 Bignet U S A , Inc 388 Market Street, Suite 350, San Francisca, CA 94111 Tel (415) 296-3883
Licensed by Sega Enterprises Ltd for play on the Sega-CD™ System, Sega, Genesis and Sega Seal of Quality are trademarks of Sega Enterprises Ltd.

# The Graveyard





Have you ever just felt like popping off your head and throwing it? If you have, go see a doctor, or check out this month's Graveyard game DecapAttack starring Chuck D. Head. This excellent action platform game came out in mid '91, patterned after the popular Mega Drive title Magical Hat. S.O.A. changed everything but the play mechanics and layout and created a great new character. As Chuck you can run, jump, fly, swim, punch with the head in your chest, or throw your head. (It's a long story.) Along with a kooky assortment of potions and power ups obtainable from your bumbling creator Dr. Frank N. Stein. After all this whole mess is his fault anyway. Decap offers excellent gameplay, awesome bosses and detailed colorful graphics, and it has one of the best endings you'll ever see on a Genesis cartridge. So if you just got your Genesis or you just missed it somehow, dig up a copy of DecapAttack. Seeya next month with an expanded new Graveyard.



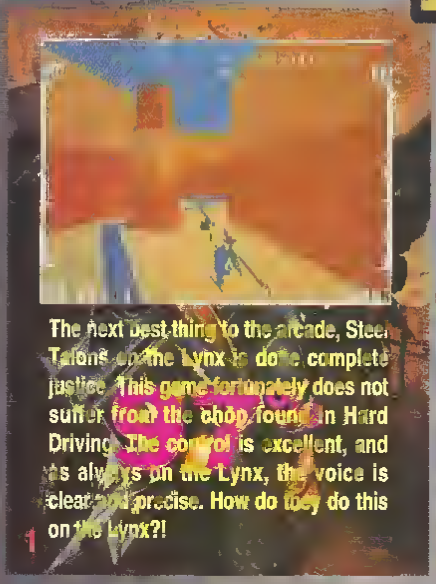

CAPTAIN AMERICA
and The AVENGERS
MARVEL COMICS
SEGA
GENESIS
16-BIT CARTRIDGE
COLLECTOR'S PIN INSIDE!
EXPLODING OUT OF THE ARCADES AND INTO YOUR GENESIS!
Captain America, Iron Man, Hawkeye or Vision, it's up to you and a friend to foil the Red Skull's fiendish plan for world domination. Battle all of the Avengers' most fearsome foes in this picture-perfect Genesis version of the blockbuster arcade smash!
DATA EAST
DATA EAST USA, INC.
1850 Little Orchard St.
San Jose, CA 95125
CAPTAIN AMERICA and THE AVENGERS TM & © 1992 Marvel Entertainment Group, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd.

# HANDS ON PORTABLES

BY Hands on Harry

Surprisingly, there's actually been a couple of Lynx games to get your Hands On, and what's even better for Lynx owners is that, according to Atari, there are many more coming before the close of '92 and BIG titles for '93, including Pro Quarterback and Battletoads! (can you believe it, shwing!) Also, look for translations of Atari's latest arcade games including: Road Riot, Relief Pitcher, and hopefully, Space Lords. Below are a few of the awesome games to look for in the immediate future. See ya next month with lots more Hands On.

## LYNX



The next best thing to the arcade, Steel Talons on the Lynx is done complete justice. This game fortunately does not suffer from the chop found in Hard Driving. The control is excellent, and as always on the Lynx, the voice is clear and precise. How do they do this on the Lynx?!

1

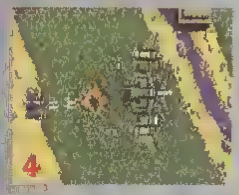


2





3

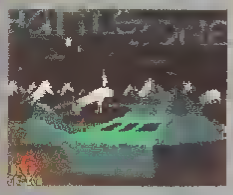


4

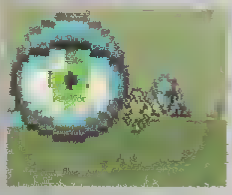


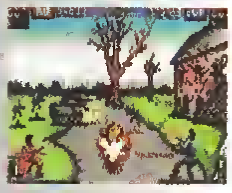


5



6



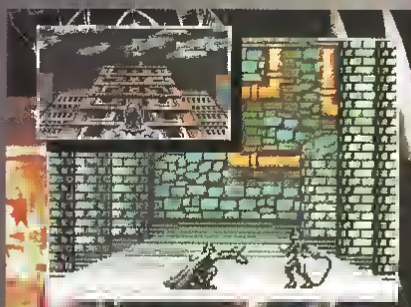


7

## COMING SOON

1. Steel Talons 2. Super Asteroids/Missile Command 3. Ninja Galden III
4. Raiden 5. Lemmings 6. Battle Zone 2000 7. Cabal

## GAME GEAR



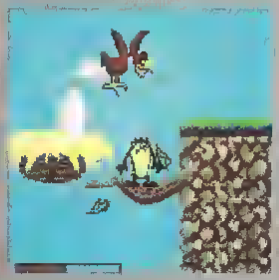
This may come as quite a surprise but there's actually another good game [illegible] Gear [illegible] Remember? Batman is an animated extravaganza and has some of the best graphics you'd ever expect from a [illegible]...

*Bring me more!*

1



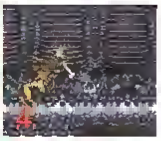
2





3





4



5





6

Check out all these great 16bit translations for the Game Gear! And one big surprise... Yes you saw right, that's Shining Force! (so far it's only announced in Japan.) After playing Batman and getting a glimpse of these others I can guarantee that you'll be pulling your Game Gear out of the deep freeze! Check out Shinobi 2... Whooo! Stay tuned next month for two full pages of Hands On.

## COMING SOON

1. Batman Returns 2. Taz 3. Shinobi 2 4. Chakan 5. Shining Force
7. Defenders of Oasis (All by this christmas!)

# THE ULTIMATE ARCADE EXPERIENCE FOR YOUR SUPER NES™!




**Precision Control**
**Ultra Fast Response**
**Experience The Only True Arcade Quality Controller For Your Super NES™!**

**The Super Professional Arcade Joystick**

**$99.95**

**PLUS SHIPPING AND HANDLING**

***Don't Be Fooled By Plastic Imitations***

# GET REAL ... GET PROFESSIONAL

***CHECK OUT THESE FEATURES:***

**Built Entirely With The Same Durability & Materials As A Full Size Arcade Machine.**
**Compatible With All Super NES™ Games.**
**Uses The Only Arcade Joystick And Buttons Approved For Street Fighter II™**
**Extra Large Size Control Panel**
**8½ lbs. For Ultra Stability & Control**

*Available Now From*

**Universal Arcade Systems**

(Made in U.S.A.)

TO ORDER CALL:

**619-224-5577**

WE ACCEPT MASTERCARD, VISA, AND CASHIERS CHECKS.
CUSTOM ORDERS WELCOME

NINTENDO AND SUPER NINTENDO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
THE SUPER PROFESSIONAL ARCADE JOYSTICK IS NEITHER MADE NOR ENDORSED BY NINTENDO OF AMERICA.
STREET FIGHTER II IS A REGISTERED TRADEMARK OF CAPCOM.

# Talko's FOOTBALL SPECIAL

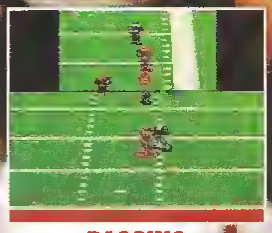
NFL

## CAPCOM'S MVP★FOOTBALL

CAPCOM SPORTS 2 PLAYER 8 MEG AVAIL. FALL '92



KICK OFF



PASSING

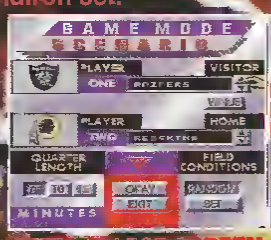



REPLAY

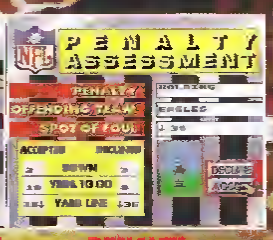


PLAY SELECT

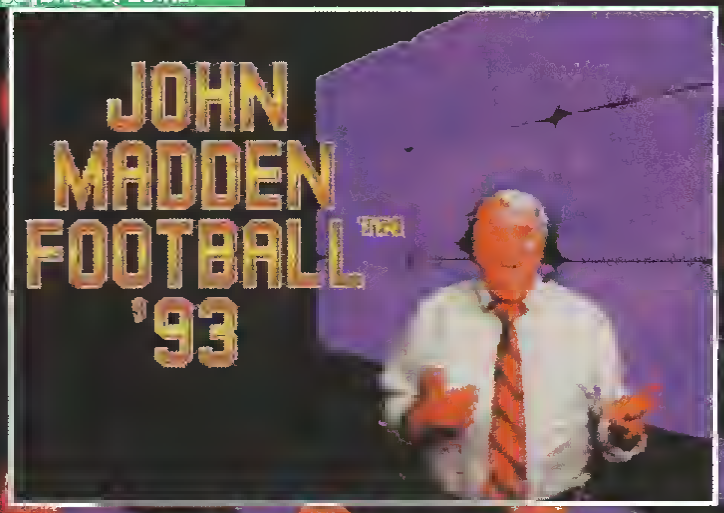
The game looks good, it sounds good and, well, it is good! NFL Football by Capcom will be coming to your SNES early next year and it is hot! Look for a large playbook and NFL action that is intense! The game is too early for review, but, from what your Talko-man has seen, this could be the SF 2 of the gridiron set.




GAME SELECT SCREEN




PENALTY




What a difference a year makes...8,760 little hours... Welcome to the complete ressurection of a football legend, John Madden Football, 1993.

As most of you know, The original John Madden Football for the SNES was one of last year's biggest disappointments. It seemed that the development team just could not come to grips with Mode7 and the game was choppy and poorly executed. The game fared even worse when compared to its Genesis cousin.

It is now a new season and you can't keep a good coach down. John Madden, 1993 is an outstanding sports title with graphics and game play that really stretch the limits of the SNES. You can jump, dive, hurdle and spin through a tilted first person scaling environment that allows you total control over play calling and execution of your game plan.

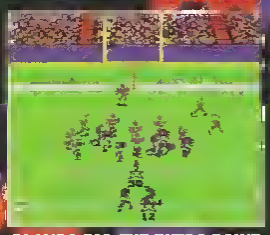
New features for this super sequel include the following; more extensive statistics with individual stats for your "skill" players, a hurry-up offense, all of the "pro" teams (represented by the team's city and player numbers) plus some great teams of the recent pass, digitized, animated crowd close-ups, head butting on great defensive plays and excellent voice and sound effects.

TALKO TIP: When running, do not use the "oomph" button. The "Hurdle" button does a much better job of dispatching defenders.

This game is an absolute joy to play. It has the best passing mechanism of any football game, with the exception of Tradewest's Pro Quarterback. In addition, Madden, 1993 has player control that is unmatched by any game on any platform. One of my few complaints, as with Pro Quarterback, is that you can not save a season and stats to battery, although, as in the original, you can play through the playoffs with a password save feature.

There is no doubt that this is the golden age of sports gaming on 16-bit systems. John Madden Football, 1993 for the SNES is one of the best examples of this. If you are able to find a copy of this super soft at your local retailer, snatch it up, the demand will be great and so is the game.

EASN SPORTS
2 PLAYER
8 MEG
AVAIL NOW


BLANDA FOR THE EXTRA POINT


MONTANA LOOKS RIGHT



YOU STINK


STABLER'S GOING DEEP


BRANCH BREAKS FREE

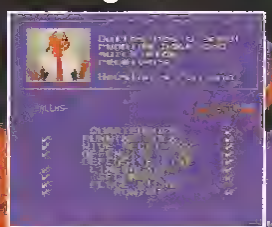


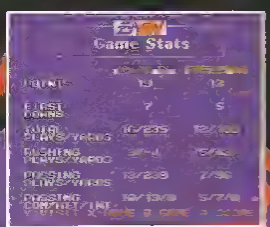
OPTIONS, GIVE ME OPTIONS!


PURE FOOTBALL GOLD



THE BIG GAME


THE BIG MAN RATES THE TEAMS



MADDEN KNOWS STATS

# JOHN MADDEN FOOTBALL™ '93



EASN SPORTS
2 PLAYER
8 MEG
AVAIL. NOW

Madden speaks! In their third installment of the popular John Madden football series, the designers st EASN have tuned-up Madden '92 for a new season that includes many upgrades from last year's title, including a number of sound bites (bytes?). BOOM!...

The graphic presentation of this year's title is essentially the same as Madden '92 with some new digitized crowd animations and referee close-ups. Play calling is now accomplished via a split-screen system that allows you to see the playing field at the same time. In addition, EASN has finally included fans in the end zone, although they look like they are trapped in a wall.

The inclusion of digitized samples of Madden's voice are also a welcome addition. There are about a dozen or so samples that are reasonably clear and add to the playability of the game, while providing some humor.

Other new features in Madden '93 include; defensive players giving each other head butts after a sack or a loss of yardage, a no-huddle offense that automatically selects the same play that you had last called, clothesline tackles, shoestring catches and the ability of the quarterback to intentionallly "ground" the ball to stop the clock.

Now, the big news for all of you stats freaks out there is that Madden '93 has a battery. While you can not save an entire 16 game season, the game will allow you to save after any game during the playoffs and it saves statistics as well.

The atatistical tracking is particularly well done. In addition to keeping track of team statistics, Madden '93 keeps individual stats on all of your receivers, running backs and quarterbacks.

I know the question you are all asking now...O.K., so its got some improvements, I've got Madden '92, is it worth 60 bucks to buy the new game?

My answer to that question is a qualified yes. If you are looking for a new graphic environment in the game, you are not going to get that with Madden '93.

But, if you are looking for evolutionary and revolutionary game play in a game that is the #1 football simulation of all time, and a battery and Madden's voice to boot, you can't go wrong with Madden '93. The big man and the gang at EASN have produced another winner.

TALKO TIP: To aid in receiving a pass, push button 'C' just before the ball reaches the receiver. This will increase your chances of catching the pass.



AS USUAL PASSING IS SUPERB




YOU MADE IT!




SIX POINTS!



CALL YOUR PLAYS



HERE'S YOUR STATS!

# SPORTSTALK FOOTBALL™ STARRING Joe Montana

SEGA SPORTS
2 PLAYER
12 MEG
AVAIL. NOW

The third installment in the Montana series, as well as the third edition of Sega's Sportstalk series for the Genesis, has arrived for the '92 season and it is a giant step forward for sports entertainment software.

The first thing that you will notice about this title, in no small way due to the large, rotating logo in the beginning of the game, is that Montana 3 has an NFL license.

In addition to the NFL license, Montana 3 sports a new graphic look that has more options and better animation then you have ever seen in a video football game.

TALKO TIP: The viewpoint you choose can have a direct bearing on the success of your play execution. For example, I prefer to use tha horizontal view for passing, the vertical-defense view for running plays and the vertical-offense view when on defense.

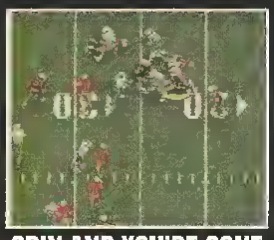
The sound department has also received a major ear lift. The new and improved Sportstalk system is an indispensible part of game play. The voice is much faster and there are reportedly 500 different samples that the announcer makes use of.

In addition, the playbook has been enhanced by the inclusion of more formations with player substitutions and shotgun options.

There are adjustable difficulty levels and everything from the "zoom" view to the voices and music can be toggled on and off.

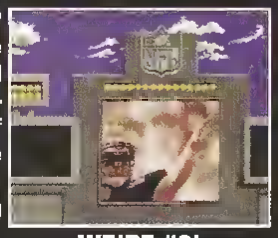
Well, how does Montana 3 play? The running game is the best in the business. It is fast, well animated and features diving, spinning and stiff-arming. It is really a blast to take off on a sweep around end or to execute an end around.

NFL Sportstalk Football '93 Starring Joe Montana is a resounding success. The bugs that were present in the '92 game have been ironed out and the game play is a step above the competition. If you are looking for an authentic NFL football simulation with graphics that are incredibly realistic and the only play-by-play announcing around, then look no furthar than Montana. The player has finally beaten the coach.

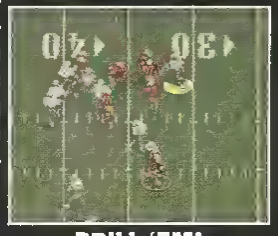


SPIN AND YOU'RE GONE





WE'RE #2!



DRILL 'EM!




KONAMI
SPORTS
2 PLAYER
8 MEG
AVAIL 1ST QTR

NFL Football by Konami is not yet a finished product. And, as such, is not truly reviewable and will not be part of our '93 summary. However, we could not wait to give you a big preview of what could very well end up being a superb football simulation.

Graphically, the game is going where no other has dared go before. NFL Football is using a tremendous amount of mode 7 effects with a fully rotating and scaling field that makes play execution(especially passing) much easier. The player sprites are even larger than Pro Quarterback(when fully zoomed-in) and they will jump, dive and spin as you have come to expect from the better football simulations.

NFL Football features the first play-by-play announcer in a video game outside of the Sportstalk series by Sega and some Neo-Geo titles. The voice, even at this early stage, is very clear and quick. All of this football technology comes to you courtesy of Park Place Productions, the development team that brought us the original John Madden Football for the Genesis.

We will keep you posted. In the mean time keep tuned to the one place where you know you will find the latest video sports game news, DGHF and the Talko sports report.



PICK A FIELD, ANY FIELD!



# PRO QUARTERBACK

TRADEWEST
SPORTS
2 PLAYER
8 MEG
AVAIL DEC.



Let's start this review by pointing out the weaknesses of thia game because A) It won't take long, there aran't many and B) The quicker we get through the so-so stuff, the quicker we get to look at one incredible football game.

The first problem I had with this title is that it offers no password or save game feature to allow a season to be played out. This is something I waa beginning to believe was becoming a standard for aporta gamea. The second problem, actually it is mora of an oddity, is that the teams only have 9 players per side instead of the standard 11 in the American game. The lack of those 2 players in no way detracts from the game. In fact, it took me 3 games before I noticed the difference. Finally, there is soma flickering at times (which may be the answer to that 9 playar question), but it doas not effect gama play at all.

Now, for the good stuff. Tradewest Pro Qdarterback ia to football what NCAA Basketball is to hoops. For the first time in a home football game you can see all of your receivers on screen at once instead of having them in Isolated windows or represented aa dots or icons. This ia made possible by the first person scaling environment provided by the development team. The game Is beautiful. You can acan the field to plck out the open receiver and, after releasing the ball, watch as the ball zooms down the scailng field toward your selected player, a receiver that you now control.

I have been waiting to see this in a home game since I first held a joystick in my hand. The scaling syatem allows Pro Quarterback to present a passing game that is incomparabla.

The spritea are very large and colorful and contrOl is excellant. Tackling is particularly fun and the act of catching the ball has been made easier by using an on-screen cursor to ahow the spot on the fiald that your receiver is running toward.

The playbook is of average size and the players do stick to their patterns. The computer puts up a tough fight in which even seasoned gridiron warriors will be hard-pressed to beat the computer. The game alao has 2 player and teammate options to add to the excitement and it keeps track of statitics for the game.

The lack of a save feature is the only thing that keeps Tradewast Pro Quarterback from being a perfect game. As it is, it is a thoroughly enjoyable football game that really makes you feel like you are part of the contest and will have you coming back for more. If you can only purchase one SNES football game this year, this is the one.

TALKO TIP: When trying to catch the ball thrown from the quarterback, always jump or dive as the ball Is about to get to your receiver. Thia will increase your chances of making the catch.



IT'S FIRST AND TEN



HE'S GOING DEEP!



JUST A CHIP SHOT!



SACKED!

THE THRILL OF VICTORY



GET OUT OF BOUNDS



THIS GUY'S TOAST!



SIX POINTS!

## AND THE WINNERS ARE...

Without further ado, the following is my presentation ceremony to this year's members of what I humbly refer to as "The Talko Dream Team".

**GENESIS: JOHN MADDEN '93**

As good as Montana NFL is, Madden gets the starting nod for its fantastic graphics, animation and game play The inclusion of the Big Man's voice and the game's impressive artificial intelligence are its crowning glories, vaulting Madden '93 into the Talko Hall of Fame

**SNES: (TIE) TRADEWEST PRO QUARTERBACK AND MADDEN '93**

I had a really hard time making this call Madden '93 is a major improvement over the original and a great simulation Tradewest Pro Quarterback is the best looking and playing football game we've had the pleasure of reviewing So, which game do I choose? Why, both, of course.

**1993 DHGF FOOTBALL GAME OF THE YEAR: TRADEWEST PRO QUARTERBACK**

In the final judging, Pro Quarterback is my choice for football game of the year. Tradewest's title was the one that I kept coming back to and the one that drew the most oohs! and aahs! So give Santa your order now, because this title will be going, going, gone

# Fighting Stick Review

**By now everyone knows that Capcom has successfully, without a doubt, brought the arcade hit Street Fighter II to the home player via the SNES. Because the game had such a strong arcade following, Capcom wanted to bring not only the look, but the actual arcade feel to the home version.**

**Last May, Capcom announced their Street Fighter II Champion Joystick, who's release date would coincide with the release of Street Fighter II for the SNES. This announcement gave other joystick manufacturers the signal that now was the time to get into the Street FIghter II joystick business.**

**After I began to evaluate the resulting flood of joysticks for the purposes of this article I began to realize what a task I had taken on. Each of these units were of outstanding quality in one fashion or another, and were designed to be subtly unique. I found myself critiquing some of the finer points that make one joystick different from another.**



## Sonic Stick

Q D S
10193 Sequel Drive
Aptos, CA 95003
(408) 685 3141

**Suggested Retail $89.95**

Width ..... 13"
Depth ..... 10"
Height ..... 6"
Weight ..... 6 lbs.

The Sonic is constructed of high density board, using arcade components When it came to executing Street Fighter moves, the Sonic performed identically to the arcade The unit worked with table top play, but due to the high pitch of the face of the unit, my wrist became tired after one half hour of game play The Sonic didn't feel really right on my lap either, so I assume it was intended to be played sitting on the floor in front of your monitor

**Like:** Sonic used vertical arcade buttons with a tight, accurate feel

**Dis:** The firing buttons are configured just like the Street Fighter II arcade (Top row Y-X L, Bottom row B-A-R) This is great for SF2 but for other games it puts the firing button on the top row, and jumping on the bottom (This problem can be corrected without a degree in engineering, but a little forethought would have been less of a hassle ) No autofire option



## Championship Joystick

KBM Mfr
15980 Chaney Thompson Road
Huntsville, AL 35803
(205) 880-2008

**Suggested Retail N/A**

Width ..... 12"
Depth ..... 9"
Height ..... 3¾"
Weight ..... 2½ lbs.

The Championship Stick also uses SF2 arcade components, which gave me that "arcade feel" And, the Championship Joystick also executed SF2 moves just like the arcade The Championship Joystick worked okay on a table top, but where it really shined was when it was sitting on my lap

**Like:** As you can see from the dimensions, this stick is large, but is constructed of an ABS plastic for a light and comfortable lap top feel I liked this well rounded stick a lot because, it played well on SF2, (SNES) and also performed really well on other SNES games

**Dis:** No autofire option



## Super Professional Arcade Joystick

Universal Arcade Systems
3939 Western Street
San Diego, CA 92110
(619) 224-5577

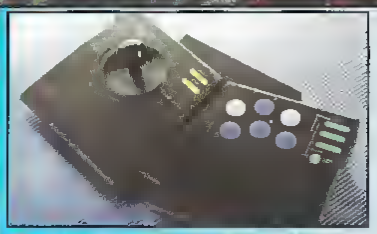
**Suggested Retail $99.95**

Width ..... 16¼"
Depth ..... 11¼"
Height ..... 4¼"
Weight ..... 9½ lbs.

When the people at Universal created the Super Professional Arcade Joystick, then had one and only one thing in mind, and that was to bring the SF2 arcade console into your home It looks as though Universal yanked a control panel from a SF2 arcade machine and interfaced it with a SNES control deck If indeed this was their goal, they achieved it This unit can sit on your lap but was intended to be played on a desk or table top

**Like:** This stick is huge, in fact it's the kitchen sink! This spacious layout provides ample room on which to place your hands

**Dis:** This complaint also encompasses the Championship and the Sonic sticks These companies wanted to emulate the SF2 control panel as closely as possible In each case the firing buttons are positioned very close to the joystick (uncomfortably close ) While standing up playing SF2, this doesn t seem to be an issue However, when sitting down, your arms (wrist) are always bending (contorted) towards the center of the joystick instead of extended straight out in front of you No autofire option



## Capcom Fighter Power Stick

Capcom U.S.A.
3303 Scott Boulevard
Santa Clara, CA 95054
(408) 727-0400

**Suggested Retail $70-$75**

Width ..... 14"
Depth ..... 8"
Height ..... 2½"
Weight ..... 2½lbs.

The Fighter Power Stick, unlike the others, doesn t use actual arcade components. It could be said, in consequence, that this stick does not actually have that "arcade feel". This may be true, but this stick really shines when it comes to playing SF2. Capcom used a micro switch joystick with a short throw, thus enabling the player to engage a Dragon Punch or a Fireball with just a slight movement of the hand

**Like:** The Fighter Power Stick has good design written all over it The stick performs equally well on the table or the lap, and it is constructed in such a was that both hands fit comfortable on the unit

**Dis:** The Fighter Power Stick executed SF2 moves better than any other stick I tested However, when it came to playing other SNES games, this one was not my stick of preference Also, during heavy poundage, in the heat of battle you may find yourself tapping the turbo accidentally

**Well, there you have it. As I said, when it came to playing SF2, all the units rated very high. What will differentiate between these sticks at the cash register will be very personal buying choices. What suits you needs the best ... size, weight, where does it perform best (lap, table top, etc...) and of course, the price. All right, all ready. I admit trying to walk the fence on this issue, but if you really must know, my personal favorite stick is the Championship Joystick. I liked it because it was light, and played well on my lap. I needed a stick that would work on my SF2 and other SNES games.**

# OTHER STUFF



This month in other stuff let's start off by talking about the incredible U.S. debut of the Sega CD. SOA has done a fantastic job by waiting for quality software support before launching the CD in the U.S. Game Fan recently travelled to New York for the big launch/press conference to bring our valued readers the latest info on the biggest thing since the last biggest thing in gaming. (And to check out Night Trap on the Jumbotron) What we saw surpassed our expectations! Here is some of the new software due out this year and early '93... *brace yourself!*





SONY mixes the latest in digital pictures with flight simulation shooting, in one of the most impressive games I've ever seen. **SEWER SHARK** lets you fly through real video footage of specially built simulator tunnels for an experience you won't believe!, as you steer your way through, blasting mutant ratigatora. It's non-stop action! You'll also interact with real life actors as the story unfolds. I didn't expect this one this early in the game!





Another SONY release that's ready to go is **HOOK**. The CD version brings digitized movie scenes and awesome computer graphics of Hook's ship to am aven better version of the game with an incredible CD soundtrack!





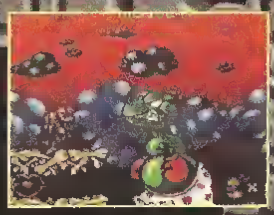
There's some more great news from SONY. They're bringing out a CD version of **CHUCK ROCK** with five new levels!, for a total of nineteen levels and five pre-historic worlds. Add to that incredible animation sequences along with a CD soundtrack and you've got one gnarly game of Chuck Rock!



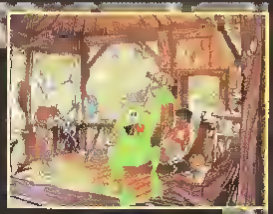


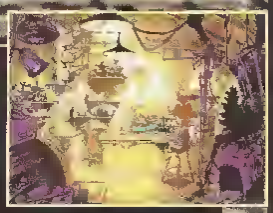
Bignet's first release for the Sega CD is **BLACK HOLE ASSAULT**. Don't even try to compare it to Heavy Nova (this one is CD all the way!), with eight player tournament and league play, ten scenarios and eight rude war machines with all new moves, and some heavy hardware. Black Hole also features broadcast quality voice and an animated storyline. Since Skid was a major fan he was panting over this one ... We had to drag him away acreaming!





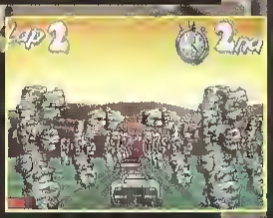






Willy Beamish





Jaguar XJ 220



| Virgin GAMES | Bignet U.S.A., Inc. | SIERRA | JVC | TAITO | SEGA™ | | SONY IMAGESOFT™ |
|---|---|---|---|---|---|---|---|
| TERMINATOR | BLACK HOLE ASSAULT | THE ADVENTURES OF WILLY BEAMISH | WONDER DOG | NIGHT STRIKER | NIGHT TRAP | MONTANA CD FOOTBALL | SEWER SHARK |
| OUT OF THIS WORLD | THIRD WORLD WAR | STELLAR 7 | WOLFCHILD | | COBRA COMMAND | SPIDERMAN | MAKE YOUR OWN MUSIC VIDEO WITH: CRISS CROSS C & C MUSIC FACTORY |
| | | LEISURE SUIT LARRY | MONKEY ISLAND | | MAKE YOUR OWN MUSIC VIDEO WITH: MARKEY MARK INXS | RISE OF THE DRAGON | CHUCK ROCK |
| | | | DUNGEON MASTER | | BATMAN RETURNS | WING COMMANDER | HOOK |
| | | | HEINDALL | | PRINCE OF PERSIA | CITIZEN X | DRACULA |
| | | | JAGUAR XJ220 | | SHERLOCK HOLMES 2 | DOLPHIN | |
| | | | METAL FANG | | | SONIC CD | |
| | | | | | | YOUNG INDY | |



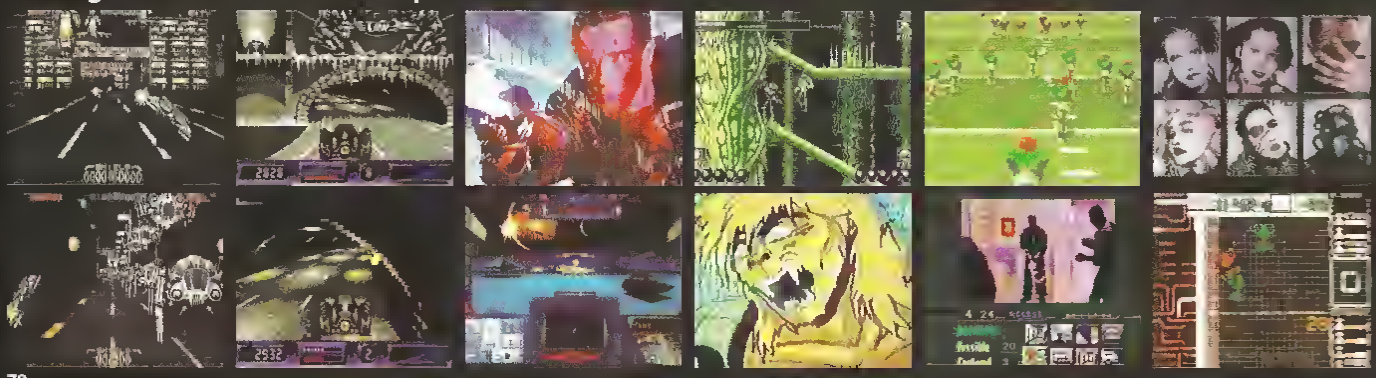
Virgin's got the TERMINATOR you've been waiting for. This new longer version features actual digitized actors incorporated in the game that you control!, plus a movie quality sound track along with 12 minutes of high quality full motion video. And that's not all, wait until you see the backgrounds... *interested*? Also on the way from Virgin (1st quarter '93) look for OUT OF THIS WORLD parts 1 & 2 on one CD with part 2 being a whole new adventure. Stay tuned for more news on Virgin as it develops...

Sierra on Line's WILLY BEAMISH is an interactive cartoon featuring sensational animation and artwork from Hanna Barberra and Disney artists along with CD quality voice and a rock & role soundtrack. In STELLAR 7 you control the Raven Fighter Tank in a seamless ride through seven high tech battlefields. STELLAR 7 delivers the best in arcade action and stereo sound.

In JVC's WONDERDOG you'll enjoy incredible graphics and sound along with the best in action platform gaming, as you journey through Bunny Hop Meadow, The Junkyard, Dogsville, Planet Weird, Foggia, Looney Moon, and Planet Kninus on a mission to save your planet from the evil Pit Bully. In WOLFCHILD be prepared for 10 worlds of Sega CD arcade style action that will blow your mind! As a young boy you load your father's Wolfchild program and enter the transmutation booth a scared boy, and exit a lycanthropic warrior bent on revenge. In JAGUAR XJ220 get ready for some hardware scaling right out of the arcade. Play alone or take advantage of the spectacular split screen viewing window to track progress independently of your challenger on 16 of the tougheat courses in the world, from Britain to Japan, or you can use the track editor to create your very own courses from scratch. THE SECRET OF MONKEY ISLAND consists of a wide variety of original entertaining puzzles that become increasingly more complex, and features cinematic story telling and high resolution graphics with proportional scaling in character animation.

COBRA COMMAND is loaded with spectacular animated full motion video combat that ignites the screen. Take command of your COBRA and blast enemy targets in a war zone... New York City. With an intense first peraon perapective, you'll dive through (in your face) explosions as the battle descends to street level along with full voice audio navigation commands. NIGHT TRAP features non-stop full motion audio and video that plays like a movie. You will be immersed in hours of unique game play that you can create, with 104 minutes of interactive video, making each game a totally different experience! In BATMAN RETURNS you won't believe the scaling in the incredible 3D driving levels and Bat Ski Boat chases through the streets and canals of gotham city at eye watering speeds around hairpin turns and breath taking jumps. You'll also hurl yourself through incredible action scenes as you battle the death dealing Penguin and the blood scratching Cat Woman. Real Penguin and Cat Woman voices taunt you every move throughout. Awesome NFL action heats up in JOE MONTANA'S NFL FOOTBALL which takes place on a 3D play field with 360 degree spins, diving catches, and bone crunching tackles animated from over 600 big league moves. This game also has an incredible soundtrack , with helmet's crashing and crowds roaring that puts you in the action!

These are just some of the incredible Sega CD games coming soon. Look to Game Fan for the best CD gaming coverage from both the U.S. and Japan!



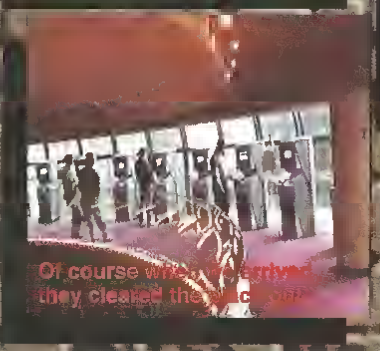












As soon as Skid scoped out the huge Jumbotron he grabbed a controller and sprung into action. As New York looked on he beat game after game and was awarded the key to the city!



While in Japan our resident fighting pro took place in the Gamest SF2 championship. Even though the buttons are set up a bit different, Gerald managed a 4th (stunning the locals) out of 400 participants, and it was steaming hot!








Is thia place a zoo or what? Skid and Brody got loat on Japan'a famous Harajuku street looking for a place to buy gamas! Thia atreet ia only 25 feet wide and there are literally thousands of bargain hunters.





Designed for adults, this incredible high tech arcade stays open until 12am and features the best in new games, multiple sit down SF2 units (where you sit across from your opponent!), and for a little make believe, an awesome karaoke room... Who needs clubs!!








**Check out these awesome shots from the AMOA show in Japan.....** (next page)




Control this phenomenal motocross action game by realistically maneuvering your bike up, down, right, and left. Play against a friend in attack mode, or take on eight other competitors.



Designed totelly in house by Sega, Virtuel Racing uses a RISC based 32bit processor snd can manipulate 180,000 polygons per second on screen. VR also teatures pneumatic steering feedbeck end in seet air chambers to simulate high G forces end crashes, etc. So, if you have $26,000 lying eround check it out or find one el your local ercades.




Up to alx players can enjoy realistic 3d shooting action on a 300 inch screen in Saga's Cyber Dome.




Here's one of tha only ways to get a Sonic doll in Japan. UFO Catchers are all the rage. *Go figure?*

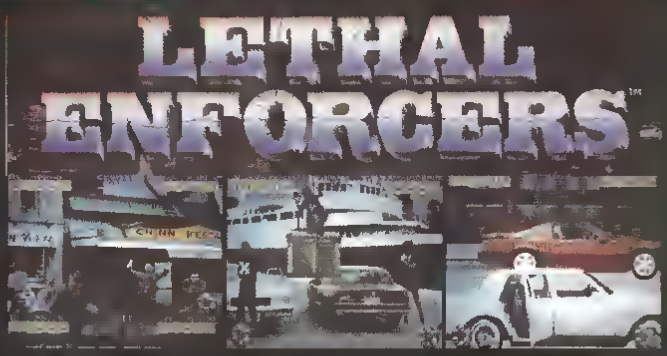


Choose trom four plsyers: Goah, Gillius, Stem Blede, or Dore in this all new 32bit Golden Axe adventure, Revenge of Death Adder. Other new features include: ten methods of attack and spectacular magic spells. There ere also two paths to choose et the end of each level giving Golden Axe II lasting power previously un-available in an arcade format. Look for thie one at your local arcades, coming soon.




## AND IN AMERICA...

In a return to earliar Atari hits like Space Duel, Space Lords is a 3D battle for 1 to 4 playera, with an optional two player cooparative mode, or head to head combat. Space Lords has impressive 32 bit polygon filled graphics and raallatic digitized sound. Can this be what the Jaguar will look like? Lets hopa so.

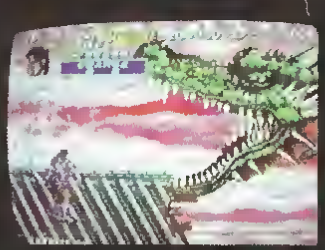



Konami'a Lethal Enforcers features incredibly realistic digitized graphics with each atege containing many different scenes and hidden aurprises. You take control as a detective in the toughest saction of the city battling ageinst the most dangerous criminals.














Game Fan was recently invited to take a sneak peek at SNK's new 74 meg arcade hit sequel Sengoku 2. In this new version you can see your fighter from all angles and change direction in mid air. You also have more special moves and can block as you travel through time bent on destruction. Look for a full review in our next issue.

We got so many cards and letters regarding the Chun Li photos we ran in the last issue, we thought you'd like to meet her....



Miki Mizuno is the lucky girl who was chosen out of thousands to be Chun Li for a series of personal engagements and the commercial below. Miki is 5'5" with 33-23-35 measurements and is 18 years old. Miki has eight movies (mainly action) and two commercials to her credit, and has currently released her first Single on CD. This commercial was filmed in L.A. during the riots, so if she can survive that, she must be tough enough to be Chun Li.




## *In other news...*

As you all know, there has been talk of a NEO GEO CD ROM for some time now. Recently in Japan SNK put an end to the rumors by officially announcing their plans for a CD ROM upgrade. Specs will be available in April '93 and the scheduled release date is Sept. '93. Besides mega memory, the number one selling point will be considerably lower software prices. We will bring you more as it develops.

Both Nintendo and Sony of Japan have announced an agreement to manufacture and market their own CD systems. The Sony system will combine the SNES with a CD ROM drive (similar to JVC's Wonder Mega). This new product will play both SNES cartridge games and CD based software. No release date was available at press time.

Nintendo's CD ROM on the other hand will be an attachment for the SNES. This system will utilize the advanced CD ROM XA format and is scheduled to be launched in the U.S. and Japan in August '93. In addition, Nintendo said they are still working with Phillips to develop a CD ROM XA "bridge format" which will make SNES CD games compatible with CD-I hardware. Sony and Nintendo CD based games will be completely compatible. Both systems house a powerful 32bit CPU allowing for texture mapped polygons, full screen full motion video, and advanced scaling & rotation without the use of mode 7.

So, it seems that CD is the wave of the future. With the introduction of these new systems plus a possible '93 release of EA's, Atari's, NEC's, and Sega's 32bit machines, it looks like we will be trading up again. The good news is that the Nintendo, Sony, SNK, and Sega machines will almost certainly make use of our existing software, giving us a wide variety of choices we would have never dreamed possible! See you next time in other stuff...

# THE SCHEDULE

## GENESIS

### NOV.

| | | |
|---|---|---|
| [illegible] | Act. | Sega |
| Lhx Atak Chpr | Str. | EA |
| [illegible] | Act. | [illegible] |
| Leader Board Golf | Spt. | U.S. Gold |
| Global Gladiators | Act. | Virgin |
| Ali Boxing | Spt. | Virgin |
| Cal Ripkin BB | Spt. | Mindscape |
| Crue Ball | Ent. | EA |
| Captain America | Act. | Data East |
| Outlander | Drv/Act. | Mindscape |
| Chester Cheetah | Act. | Kaneko |
| Dio Hazard Battle | Str. | Sega |
| Chakan | Act. | Sega |
| Home Alone | Act | Sega |
| Chessmaster | Ent. | Mindscape |
| Ex Mutants | Act. | Sega |
| Amer Gladiators | Spt. | Gametek |
| Strike Eglt II | Sim. | Microprose |
| Road Riot | Drv. | Tengen |
| Might & Mag III | Rpg. | EA |

### DEC.

| | | |
|---|---|---|
| Power Monger | Stg. | EA |
| Cobra Turbo | Drv. | EA |
| Madden 93 | Spt. | EA |
| Madden 93 (Champion Edition) | | |
| Road Rash II | Drv. | EA |
| Roger Clemens | Spt. | Flying Edge |
| Deadly Moves | Fyt. | Kaneko |
| Humans | Stg. | Gametek |
| Jeopardy | Ent. | Gametek |
| Double Dragon III | Act | Flying Edge |
| World of Illusion | Act. | Sega |
| Little Mermaid | Act. | Sega |
| Streets Of Rage II | Fyt. | Sega |
| NBA Allstar | Spt. | Flying Edge |
| Pigskin | Spt. | Razorsoft |
| Sunset Riders | Act. | Konami |
| Turtles | Act. | Konami |
| Flintstones | Act. | Taito |
| Lightning Force | Str. | Sega |

## SEGA CD

### NOV.

| | | |
|---|---|---|
| Sewer Shark | Str. | Sony |
| Blank Hole Assault | Spt. | Microsoft |
| Wonder Dog | Act. | JVC |
| Cobra Command | Str. | Sig II |
| MYOV Crime Cross | Ent. | Sony |
| Night Trap | Ent. | Ent. |
| MYOV Macky Mark | Ent. | Sega |

### DEC.

| | | |
|---|---|---|
| Wolfchild | Act. | JVC |
| Monkey Island | Pzg | JVC |
| Willy Beamish | Ent. | Sierra |
| MYOV C&C Music | Ent. | Sega |

## SUPER NES

### NOV.

| | | |
|---|---|---|
| Gunforce | Act. | [illegible] |
| Cybernator | Act. | Konami |
| Cool World | Act. | Ocean |
| Death [illegible] | Act | Acclaim |
| Super Valis | Act | Atlus |
| Chuck Rock | Act. | Sony |
| Ultimate Fighter | Fyt. | Data East |
| Test Drive II | Drv. | Ballistix |
| Warp Speed | Str. | Ballistix |
| Dragons Lair | Act. | Data East |
| Cyber Spin | Drv. | Takara |
| Utopia | Stg. | Jaleco |
| Universal Soldier | Act. | Ballistix |
| Jeopardy | Ent. | Gametek |
| American Gladiators | Ent. | Gametek |
| Ghost | Act. | NTV |
| Prince of Persia | Act. | Konami |
| Radio Flyer | Str. | THQ |
| Harley's Adv | Act. | EA |
| X-Zone | Str./Scops | Kemco |
| Mutya | Act. | Seta |

Bills vs. Dozers Spt. [illegible]
Frankenst Monster Spt. Data West
Battle Blaze Fyt. Ani Stanley

### DEC

| | | |
|---|---|---|
| [illegible] Motr | Rpg. | JVC |
| Chester Cheetah | Act. | Kaneko |
| Mickey's Mag Qst | Act. | Capcom |
| Power Moves | Fyt. | Kaneko |
| Tiny Toons | Act. | Konami |
| Super Star Wars | Act. | JVC |
| Bluea Brothers | Act. | Titus |
| Rocky & Bullwinkle | Act. | THQ |
| Dream T.V. | Act. | Trilax |
| Imperium | Str. | Vic Tokai |
| Gods | Act. | Mindscape |
| NHLPA Hockey | Spt. | EA |

## NEO GEO

### NOV./DEC.

| | | |
|---|---|---|
| [illegible] | [illegible] | Ani Preview |
| Pro Football | Spt. | SNK |

## TURBO GRAFX

### NOV./DEC.

| | | |
|---|---|---|
| Loom (SCD) | Rpg. | TTI |
| Forgotten Worlds (SCD) | Str. | Nec |
| Prince Of Persia (SCD) | Act. | Hudson |
| Kit The Ice | Spt. | Taito |
| Chase HQ | Drv. | TTI |
| Summer Assault | Str. | TTI |
| Time Cruise | Ent. | TTI |
| Samurai Ghost | Act. | TTI |
| Shock Man | Act. | TTI |
| Dragon Slayer (SCD) | Act. | TTI |
| Shadow of the Beast (SCD) | Act. | TTI |

## LYNX

### NOV./DEC.

| | | |
|---|---|---|
| [illegible] | Str. | Atari |
| Rolling Thunder | Act. | Atari |
| Gobo | Act./Str. | Atari |
| [illegible] | Fyt. | Atari |
| Raiden | Str. | Atari |
| Double Dragon | Fyt. | Telegames |
| Lemmings | Pzl | Atari |
| Jimmy Connor's | Spt. | Atari |
| Dracula | Rpg. | Atari |
| Battle Zone 2000 | Act. | Atari |
| Dino Olympics | Spt. | Atari |
| Ninja Nerd | Act. | Atari |
| Ninja Gaiden 3 | Act. | Atari |
| Asteroids/ Missile Command | Str. | Atari |

## GAME GEAR

### NOV./DEC.

| | | |
|---|---|---|
| [illegible] Tennis | Spt. | Sega |
| Lemans | Pzl. | Gametek |
| Terminator | Act. | Virgin |
| Ages 3 | Act. | Arena |
| Wheel of Fortune | Ent | Gamotak |
| Lloyd Robinson | Spt. | Sega |
| Streets of Rage | Act. | Sega |
| Formula | Act. | Sega |
| The Majors Pro Bb | Spt. | Sega |
| Sonic 2 | Act. | Sega |
| Home Alone | Act. | Sega |
| Def of the Oasis | Kon. | Sega |
| Chakon | Act. | Sega |
| Double Dragon | Act. | Virgin |
| Batman Returns | Act. | Sega |

| | | | |
|---|---|---|---|
| Act. | Action | Pzl. | Puzzle |
| Str. | Shooter | Sim. | Simulation |
| Drv. | Driving | Ent. | Entertainment |
| Spt. | Sports | Fyt. | Fighting |
| Rpg. | Role Playing | Stg. | Strategy |


# SUBSCRIBE

12 issues of Game Fan for just $24.99, that's 12 action packed issues. You save over 45% off the cover price.

Name _____

Phone _____

Address _____

City _____ State ____ Zip _____

Send Checks or Money orders to Game Fan 18653 Ventura Blvd., Ste 640, Tarzana, CA 91356

Credit Card# _____

Expiration Date _____

Signature _____

***Or Call 1-818-774-2010 For Phone Orders***

Make Check or Money Orders Payable to Die Hard Game Fan. Canada & Mexico add $10.00
All other foreign add $20.00. Allow 6-8 weeks for your first issue


AS YOU KNOW, AMERICAN RELEASE DATES CHANGE FREQUENTLY- THIS IS THE LATEST SCHEDULE AVAILABLE DIRECT FROM THE COMPANIES REPRESENTED. WE WILL INFORM YOU OF ANY CHANGES

## *READERS' SURVEY MOST WANTED/TOP TEN*

Name _____

Address _____

City _____ State ____ Zip _____

Age _____

System(s) owned _____

How many games do you buy per year?

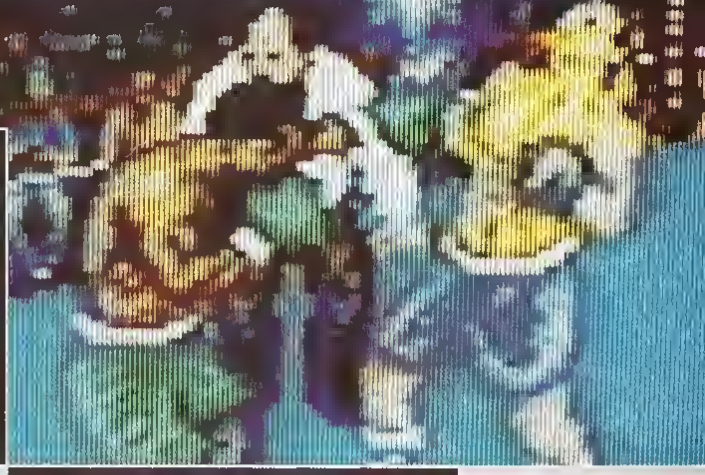
_____

What type of game do you prefer?

_____

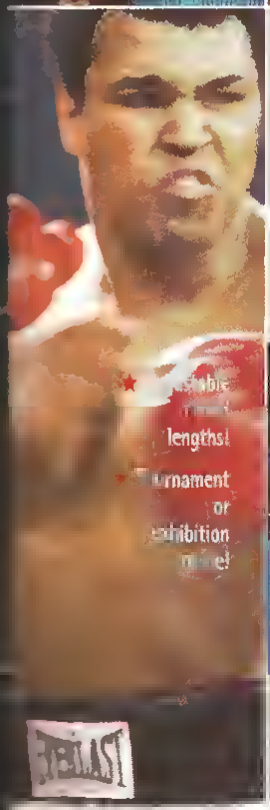
Please write on a separate sheet what your most wanted/top ten games are.

# MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!



★ Why settle for anything less than "The Greatest?"



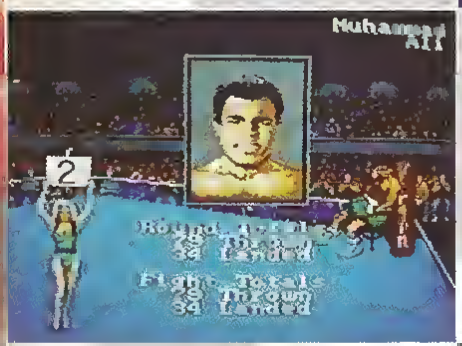
"The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis" ...this cart is a boxing fan's dream. MUHAMMAD ALI'S HEAVYWEIGHT BOXING by Virgin is sure to knockout the competition."
—Electronic Gaming Monthly




★ 360 degree rotating ring so you don't miss any of the action!

★ ...ible ... lengths!

★ ...rnament or exhibition ...e!




★ Special Collector's Edition Muhammad Ali Sports Card included!
★ Arcade or simulation-style boxing!
★ Digitized sound so real you can feel that blow connect!
★ One or two player simultaneous play!
★ Atmospheric crowd responses!




SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

Virgin GAMES

For more information, pricing and orders, please call 800 VRG 1000 Visa, Mastercard, American Express and checks accepted

Mr. Ali is a registered trademark of Sports Placemarks Services, Inc. Muhammad Ali Heavyweight Boxing is a trademark of Virgin Games, Inc. © 1992 Park Place Productions. Licensed to Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM. SEGA and GENESIS are trademarks of Sega Enterprises Ltd.
Photo: Jerome Brody for Sports Illustrated.

We're not talking any lightweight offer here!

Enter our drawing to win one of 30 pairs of boxing gloves or one of 75 Muhammad Ali sport cards hand-signed by the champ himself! Just send in your Muhammad Ali Heavyweight Boxing Game warranty card by June 1, 1993 to register automatically.